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ISSUE 8 JUNE 1992

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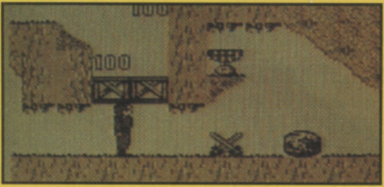

IN THIS ISSUE : **MEGA MAN 2! ALIEN SYNDROME! NINJA SHADOW! RAMPARTS! MORE! MORE! MORE!**

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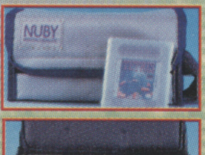

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HAND-HELD GO! VIDEO GAMES

**WELCOME to another record-breaking issue of the world's only hand-held magazine, completely and utterly free! This is the place you'll find everything you need to know about gaming on the go - and it doesn't cost a thing! This month we've got such an amazing line-up of goodies I hardly know where to start, so I'll just leave you to fight your way through the mountain of marvellous games stuffed inside this issue!**

**There are some funny old things going on in the hand-held world right now. The would-be competition is jumping up and down in frustration because they just can't work out why we give *GO!* away and don't charge oodles of cash for the hottest mag in the world! The answer's very simple - we like giveaways and *GO!* must be the greatest freebie anyone's ever thought of!**

**So the day some shambling sad mini mag creeps onto the shelves and tries to tempt you to part with your hard-earned dosh remember *GO!* gets the great games first and costs you nowt. Why pay for something you've already had for free? See you next month!**

***TIM BOONE***

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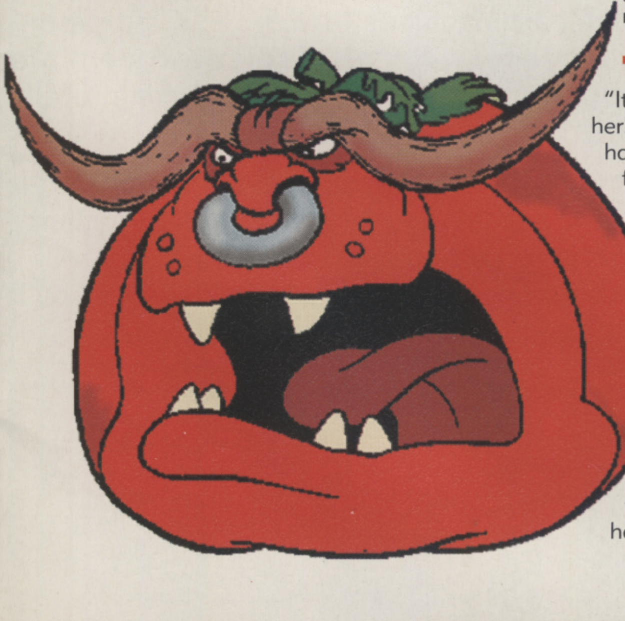
ISSUE 8 JUNE

## 6 ALIEN SYNDROME

Sega's coin-op hit squeezes itself into your Game Gear and touches down in the palm of your hand. Does the game live up to its arcade daddy? Tune in to this Exclusive ***GO!*** review and judge for yourself!

## 8 ATTACK OF THE KILLER TOMATOES

Aaargh! They're red, a bit squishy and occasionally they go crazy and kill people! They're the Killer Tomatoes and they're doing what only tomatoes do best in another scoop ***GO!*** review! Yippee!



## 12 ELEVATOR ACTION

Taito's classic lift-related coin-op is converted onto the Game Boy and ***GO!*** is there at the bottom to catch the game as it comes down for yet another Exclusive! Honest guv, I don't know how we do it!

## 14 NINJA GAIDEN SHADOW

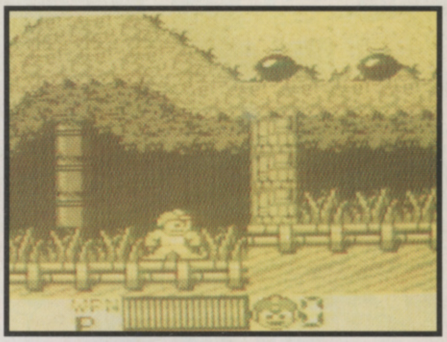
Are you a bit of a Ninja nobody? Do you know nowt about one of the most eagerly awaited Gameboy titles around? Well fret no longer, 'cos ***GO!***'s just grabbed the game for yet another scoopa-rooni Review! Yahoo!

## 16 STAR TREK

"It's no good cap'n, I cannae hold her!" "Just hang on Scotty - Bones has just popped down the shops for CVG and we're the cover game on ***GO!***" "He'll have to watch for Klingons, cap'n." "No Scotty, he had a curry last night so he should be fine..."

## 18 MEGA MAN II

Hooray! Mighty Mega Man struts his stuff on the Game Boy in the second adventure from one of the greatest games heroes of them all! Does the boy deliver the goods when it comes to the game? Tune in and find out 'cos this is yet another ***GO!*** Exclusive! We can hardly believe it either...



## 21 RAMPARTS

Who's the king of the castle when it comes to hand-held gaming glory? Here's Ramparts to show what the Lynx can do - and ***GO!*** grabs the game for Exclusive review! Rush to that page and check it out NOW!

## 22 MONSTER WORLD II

Wonder Boy is back! Yes, it's true, everyone's favourite lad bursts onto your Game Gear for monstrous laffs all round - so here we ***GO!*** again for yet another scooptastic review! Helpmaboab, I cannae believe this mag is free!

EDITOR: Tim Boone ART EDITOR: Jenny Abrook DEPUTY EDITOR: Paul Rand PLAYBOY MEGASTAR: Frank O'Connor AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MANAGING EDITOR: Julian Rignall PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt PRINTED BY: Kingfisher Web COLOUR BY: Colourtech, London E2. GO! EDITORIAL AND ADVERTISING, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. TEL: 071 972 6700 FAX: 071 972 6710 HANDY TIP: Get yourself the world's only hand-held mag and just give it away for free - everyone will think you're nuts! COPYRIGHT WARNING: We sue we do and we'll kick your butt blue...

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# NEWS

## IT'S THE JOYSTICKS!

If you've already scoured the pages of CVG this month you'll doubtless have read all about the Tenth EMAP Golden Joystick Awards - the event where the select few who managed to get an invite enjoyed a full day of eating, drinking, making merry and rubbing shoulders with the big boys of the business, as well as being treated to the witty banter of this year's host , Jonathan Ross.

But you may be interested to hear that a new category was introduced to the awards list - that of Hand-Held Game Of The Year. Out of a shortlist of Batman (Game Boy), Mickey Mouse (Game Gear) and R-Type (Game Boy), the lucky winner, presented by **GO!** editor Tim Boone, was...R-Type! Three cheers and a hearty round of applause all round, and commiserations to the pair that just missed out on top spot.

## GO!ING FOR GOLD

We're all off to sunny Spain for the 1992 Barcelona Olympics! At least, those of us with an absolute stack of money will be. The more lowly among us will have to make do with the official Olympic cart on Game Gear - and if first impressions are anything to go by, that's no bad deal!

US Gold, who you may remember brought us the unbelievable Super Kick Off on the shrunk-down Sega, have tied up the rights to the well-known four-yearly jamboree and stuck a selection of events onto a cartridge. Try your hand at sprinting, relay, swimming, archery and more, in the hope of lifting gold for yourself and your country. We've seen an early version of the game and, if you're the sort of person who jumps through a hoop at the merest mention of multi-event sports games, then get that hoop ready! But don't start leaping yet - hang on until we review Olympic Gold next month in gold-winning **GO!**

Barcelona'92

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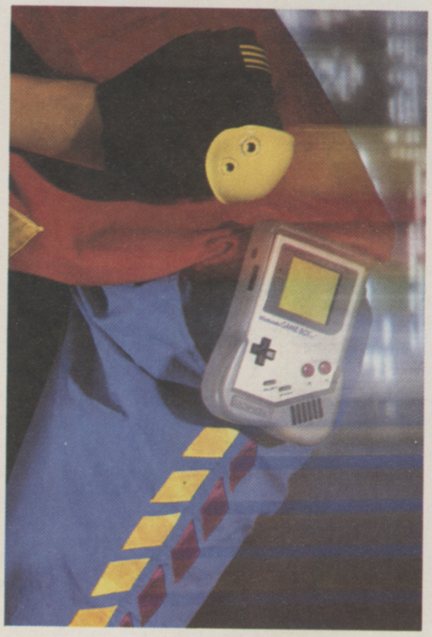
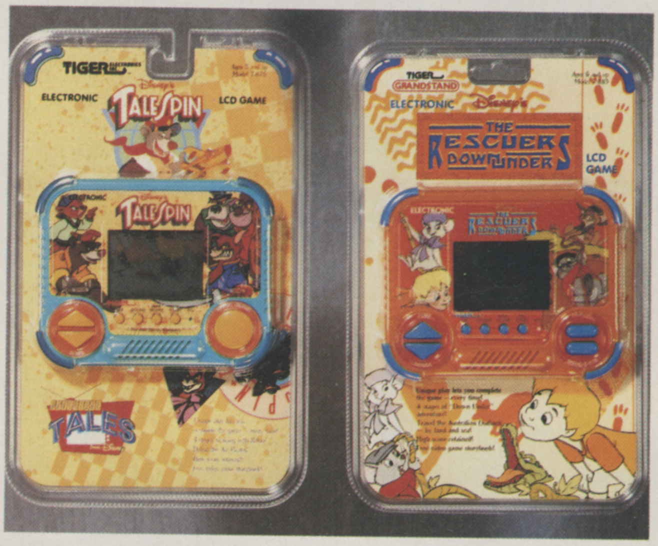
## KANNY KIT FROM KONIX

The world and his wife knows that the Game Boy is one serious fashion accessory, with a stack of odds and ends available to give your particular machine just that extra smattering of street-cred. Now there's another add-on doing the rounds which any serious hand-held junkie simply must get their mitts on.

It's called the GB Holster and it's come from Konix, the one-time joystick makers from Ebbw Vale who, a couple of years back, had a seriously big idea called the Multisystem - an all-singing, all-dancing super-console which unfortunately crashed and burned before it even went into production. But what about the Holster? Well, it's a rubberised unit which you slip onto your belt and slip your Boy into. Once attached, there's no need to ever take the machine out of its case again because there are slots for all the various controls and even a hole to shove your carts through. Sounds the biz to us!

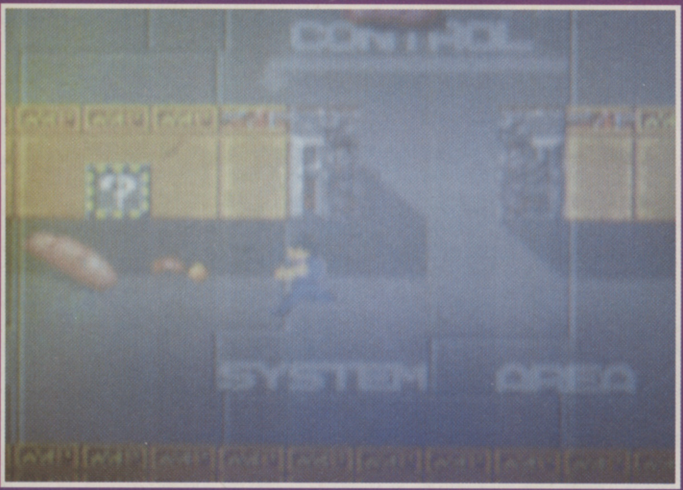


## GRANDSTAND'S DINKY DISNEYS



Grandstand have launched a new range of single-game hand-helds, aimed specifically at the younger end of the market. Dubbed Junior Games, the first two machines are TaleSpin and The Rescuers Down Under, both licensed from Disney.

These new hand-helds differ from others in the Grandstand range in that they are brighter and more appealing to young eyes, have larger buttons to suit little fingers and are less action-based than similar games. Priced at £22, the Junior Games series will increase later in the year with the release of The Little Mermaid and Beauty And The Beast.



**In the year 2000AD, things aren't going too swimmingly for the human race. Aliens have stormed across the Earth and the world's leaders are powerless to stop the rampage. It's all down to one lone fighter, strong of heart and big of gun, to catapult these foul creatures back to their own rotten galaxy.**

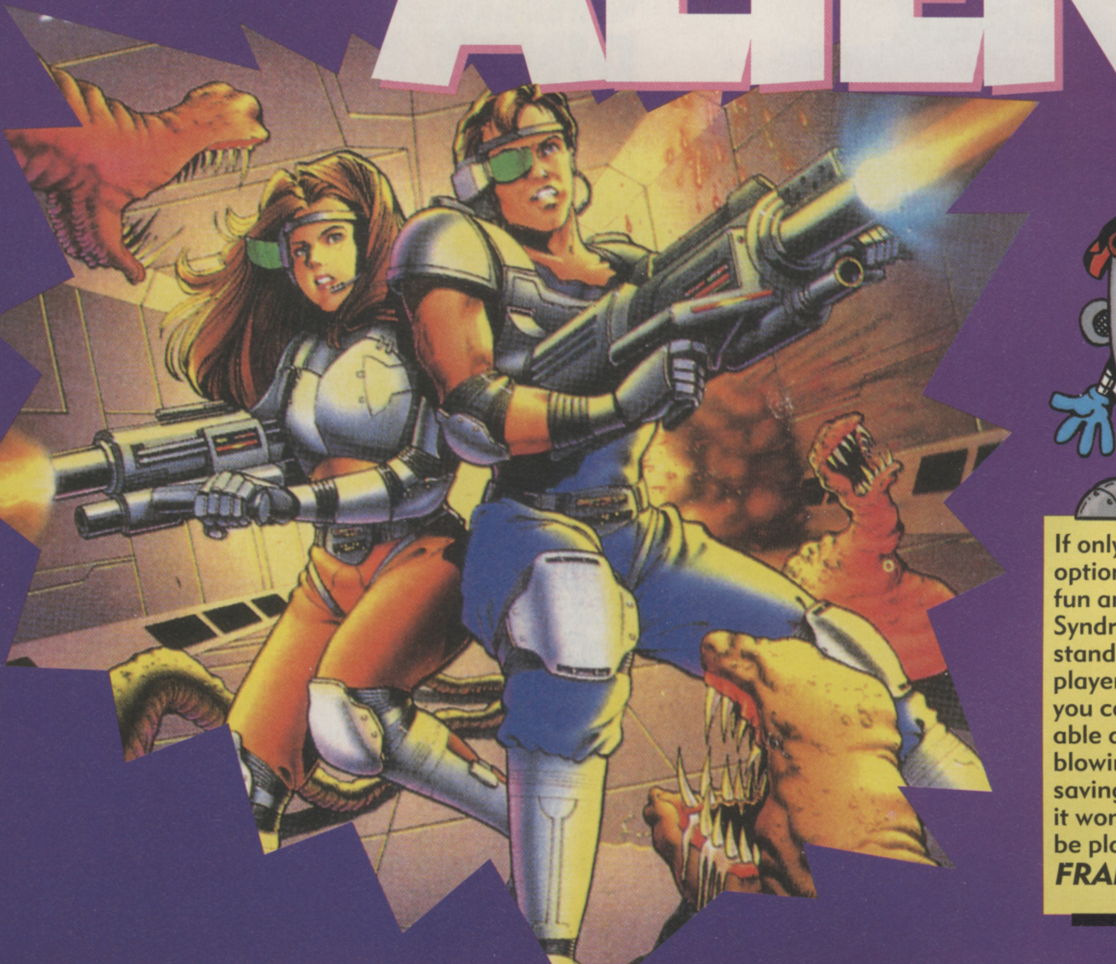
**Converted from the Sega coin-op which reared its head back in 1987, Alien Sydrome is a mad thrash through four levels of alien-smashing action. The cosmic creeps have taken a bunch of scientists hostage, and it's your mission to rescue them all.**

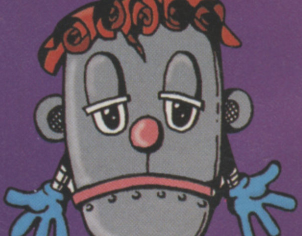
## GAME GEAR - £TBA

### JOY FOR BOYS - AND GIRLS!

No sexism in this game folks! To help bring female gamers into the Sega fold, Alien Syndrome players can select either a feller or a woman to go out and slaughter the slimey suckers hanging around the levels. There's no real difference in gameplay no matter which character you choose, but it makes a pleasant change to be a heroine for a while!

# ALIEN SY





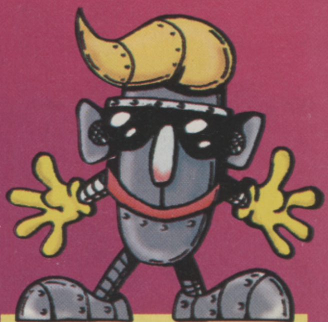
**If only there was the option for two-player fun and frolics! Alien Syndrome doesn't really stand up as a single player game, although you can have a reasonable amount of laffs blowing up aliens and saving the hostages. But it won't be a game you'll be playing for ever.**
***FRANK O'CONNOR***

## STAGE FIGHT

There are four distinctly different levels to be found in Alien Syndrome, each one teeming with intergalactic invaders. From the Future Lab, travel into the City and defeat the monstrous hordes there before trashing the terrors in the Military Complex and finally making your way to the Alien HQ.

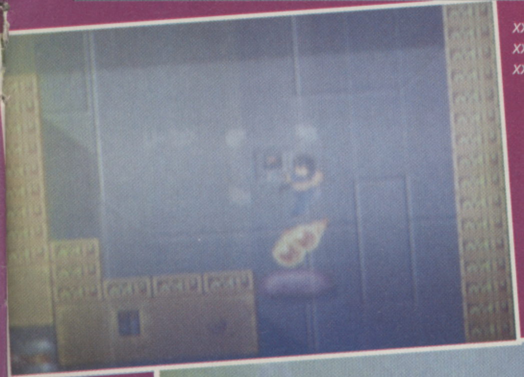
## THE NASTIEST NASTY

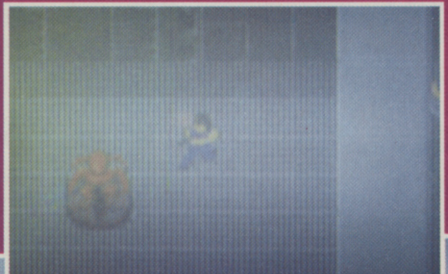
Get to the end of each level and you'll come face-to-face with the most fearsome freak ever to grace a galaxy - the grotesque Asophy. He's a right pain in the neck and takes ages to get rid of, but get rid of him you must do if you want to progress.



**Alien Syndrome was a brilliant arcade machine but it's showing its age these days. The Game Gear version is a reasonably close conversion (apart from the loss of two-player mode) which blast fans will no doubt go ape for. Four levels won't keep top gamers occupied for long, though.**

***PAUL RAND***





*xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx xx x*

# SYNDROME

## YOU'RE ONE UGLY MOTHER

The aliens you'll encounter in Alien Syndrome aren't yer green blokes who look like us, or even scaly nasties like that lot on 'V'. No, these are horrible, squishy, squashy things that sneak up on you when you least expect it, jump you in gangs and other cringesome ways. Our advice? Blow 'em to bits.

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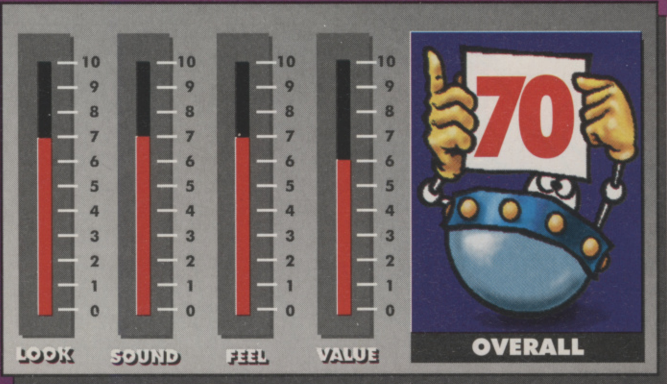
**THANKS...** to Console Concepts (0782 712759) for the review cartridge.

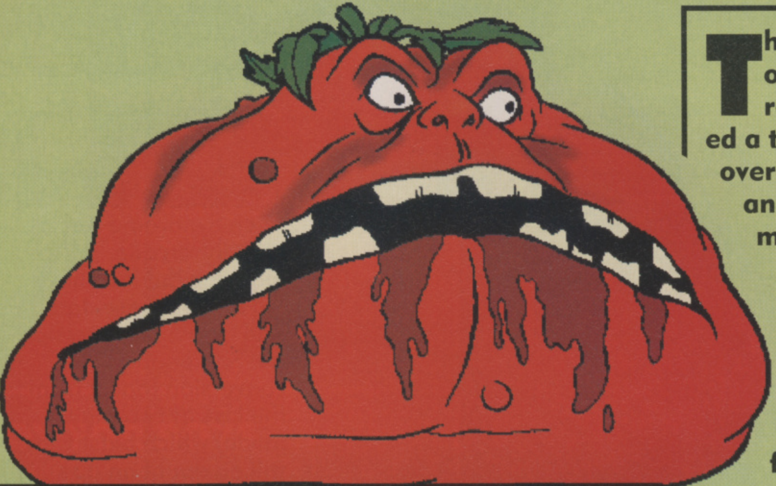
## WHERE'S PLAYER TWO GONE?

Although the Alien Syndrome coin-op featured two-player action, this Game Gear version allows only one player to take on the task of large scale baddy-busting. It's a bit of a shame, but if you've never played the arcade game before you won't feel too let down.

*Oh no! Those evil aliens are attacking from all sides, but with a bit of luck and the help of your trusty guided-fireball gun, one man might just be able to save the day - and all those hostages Just be careful they don't trap you in a corner and do unspeakable things to your person, that's all.*



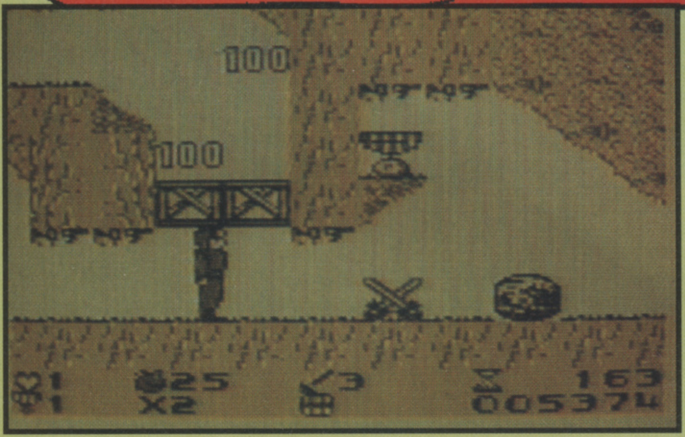
# ATTACK OF THE K

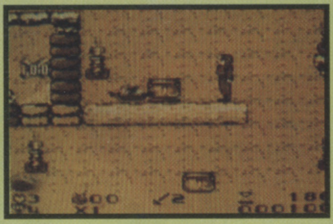


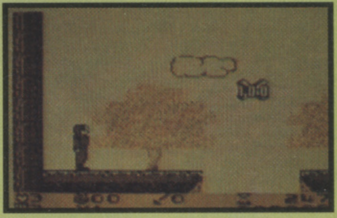
**The tomatoes are attacking! The quiet town of San Zucchini has been overrun with round, red rotters! Dr Gangrene has created a tomato army with which he plans to take over the entire planet! Only one man can put an end to this terror, and that man is infamous tomato killer Wilbur Finletter.**

**Join Wilbur on this most perilous mission to crush the ketchup out of the red menace across the many areas of San Zucchini. The tomatoes will do their best to beat Wilbur to a pulp, but with helpful items to pick up throughout the fight, young Finletter should squash those suckers quicker than you can say 'Daddies Spicy'.**

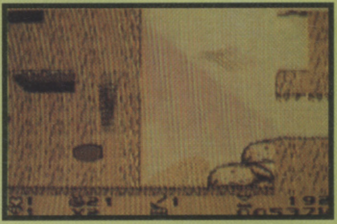
## GAME BOY - £24.99







*Some pictures of our lad Finletter in various parts of the game known as Attack Of The Killer Tomatoes. Here we see him underground near to a key, standing next to a tree and a couple of other poses which we can't really make out. Sorry.*

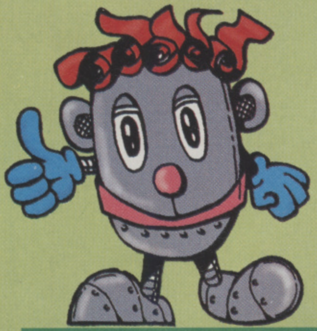


### PLUM

Attack of the Killer Tomatoes is based on a cartoon which became a minor hit both in the States and over here. The cartoon, in turn, was derived from a 1978 movie that, interestingly enough, received the Golden Turkey award - given to truly pathetic examples of film-making. It really is a terrible picture, and get yourself to a viewing if you can!

### PEELED

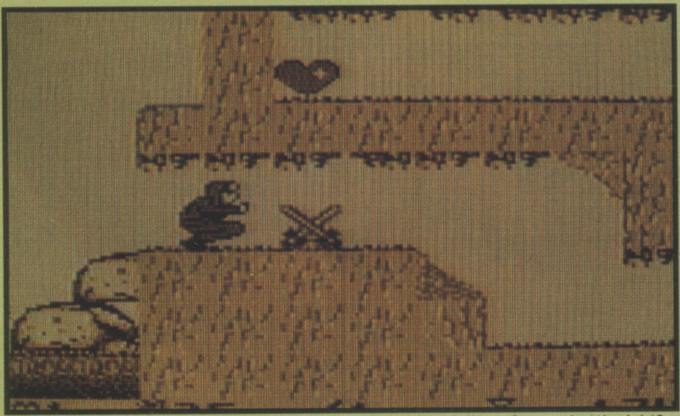
Wilbur begins the game with naught but his unarmed combat skills to trounce the toms, but search hard enough and he'll uncover all manner of smart bits and bobs which he can use to overcome Gangrene's goons. Items include swords, extra lives and other brill stuff - and he'll have to pick up a pot of tomato juice to finish each level. Good job they're killer tomatoes and not cabbages!



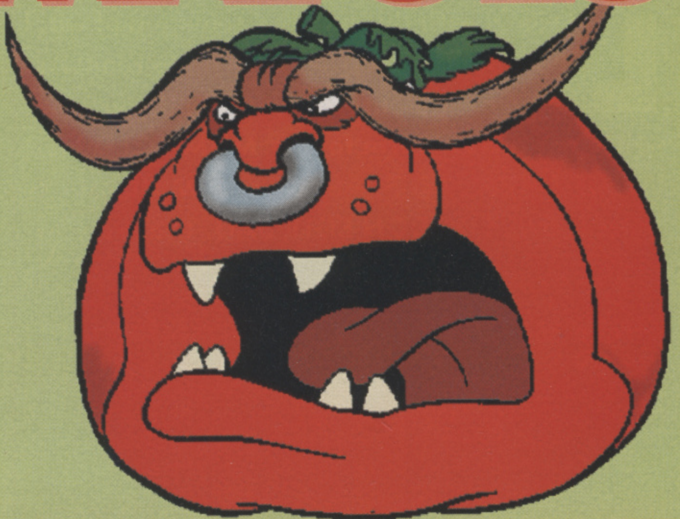
**Hurrah! Here's a game the promises nothing at all and turns out to be a right old laff! Decent graphics and some well wicked gameplay add up to a strong Gameboy Title tomato fans just won't want to do without! Get this one if you like fun withmore than a few frills!**

***FRANK O'CONNOR***

# ILLER TOMATOES



*Why is this man crouching in a cave next to a map icon depicting a famous battle sight?*



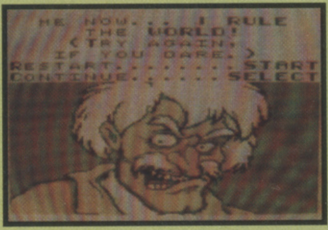
## CHOPPED

Like any army, these tomatoes have their own chain of command. A lot of the time you'll be battling with the bog-standard cannon fodder, but now and then you'll come across some of the higher-ups, including Ketchuck, Mummato and the Tom amongst toms, Beefsteak!

## SPANISH

Just a little fact - tomatoes are actually classed as fruit, due to the fact they have seeds inside them. Another interesting, but ultimately fruitless (get it?) piece of trivia, is that those kerrazzy fellers at the EEC are trying to make out that carrots are also fruit. Guess why? Because you can make JAM out of carrots! A better reason you'll be hard pressed to find. Still, these are the people who tried to ban prawn cocktail crisps, so this is another sensible rule...

THANKS...to Console Concepts (0782 712759) for the review cartridge.

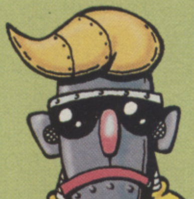


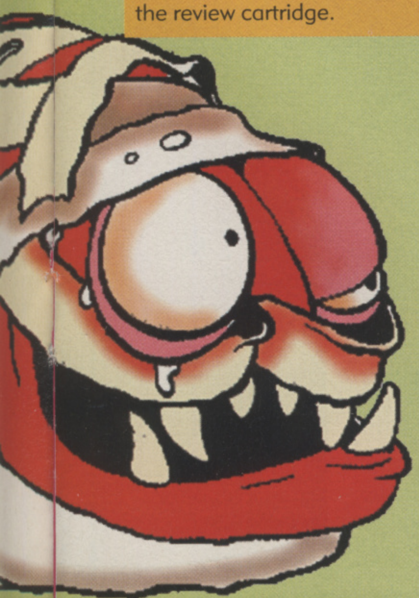
HE NOW... I RULE
THE WORLD!
(TRY AGAIN,
IF YOU DARE.)
RESTART.........START
CONTINUE........SELECT

*Here's a strange and disturbing picture of a man you'll come to know and loathe in a short space of time - his name his Frank O'Connor. No, it isn't really. He's Dr Gangrene and he's the evil mastermind who created the Killer Tomatoes. Oooh!*

## PUREE

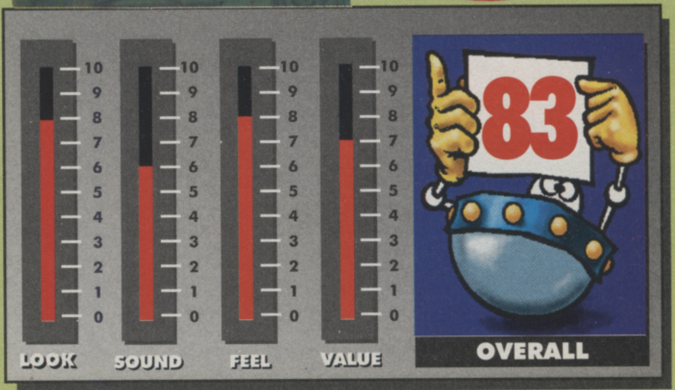
Whenever Wilbur trashes a Tom, out pop a couple of cherry tomatoes (you know, the little scabby ones which are always left in the bottom of the veggie bin at Safeways). Like the Mario games, collect one hundred of these and Will receives an extra life! And if he gets to the pizza parlour, there are burnt tomatoes to collect, and they're worth five of the cherry variety!!





Attack of the Killer Tomatoes may not have a huge license behind it, but rights mean nowt when the game itself is a laugh, which this one definitely is. The game slows down when there's a lot on the screen, but there's lots to do and lots of levels to do it in.

***PAUL RAND***



# MAILBAG

**Let's GO! with this month's selection of wit, humour and hand-held related witterings in the ONLY mailbag you'll ever need to read! As usual there's the lively debate, topical chat and slaggings-a-plenty loved by all! If you want to get in on the fun, send your thoughts in either written or picture form to: MY MUM TOLD ME SHE'D BEAT ME TO WITHIN AN INCH OF MY LIFE IF I WERE TO FORSAKE GO! MAILBAG, GO! TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There are prizes for the best entries - let's hear from you all!**

## GAW BLIMEY! GO!'S GRAND!

Dear **GO!**

After reading your utterly brilliant mag I decided to get my own brilliant Game Boy. I felt that the way your mag praised the Game Boy and the way you give all the Lowdowns and brilliant reviews of all the best games I just couldn't resist buying one, and now I am glad I did because now I think that Game Boys are the best hand-helds in the world and where better to read about them than in GO!

What's better is I don't even have to pay for it as it comes free inside the other greatest mag in the world, CVG, which is selling at a very respectable price.

So let's hear it for GO!, the mag that makes other mags wet their pants in jealousy.

JOHN LARKIN,
Co Offaly, Ireland

## I'M AS CLEVER AS BAMBER, ME

Dear **GO!**,

I have just been reading the April issue of your totally brilliant magazine and I was reading the news section about the so-called new add-on for the Game Boy called the Game Plus - TURD! CRUD! TURD! Don't be so stupid! Did you not think at least one reader would see through your little April Fool scam? As for the photograph of this Game Plus, it is made up of a Viditek Sound Booster (with some fake buttons and a fake joystick stuck to it) and a Game Boy Holster. And as for the screenshot of Streetfighter II - it's just a photo of the SNES game in black and white!

In the same piece you mention 3 Meg supercart, Don't be so ignorant; a Game Boy is not capable of 3 Megs, plus you can't get a 3 Meg cart - they just don't exist!

I saw right through your April Fool and I'm sure many others did too! So why not play your annual trick on unsuspecting readers on a different month of the year, because everyone is expecting a trick in April.

Finally, is there going to be a Tiny Toon Adventures game on the Game Boy? If so, how does it look?

ANDREW HOLLAND,
Bangor, N Ireland

*Indeed there is a Tiny Toons game coming on Game Boy - in fact, it's previewed in this very issue, so turn to it quick!*

## A FOOL SUCH AS I

Dear **GO!**,

When I was reading the April edition of your magazine I came across a joystick thing with four buttons that fixes onto a Game Boy. I later realised it was just a Sound Booster with some round things stuck on it and a Holster slapped on top. And the Streetfighter II picture looks to me like a black and white arcade one.

L FERENS,
Crook, Co Durham

## NOT AS DAFT AS THE NEXT ONE

Dear **GO!**,

I have just worked out your cunning little April Fool's trick which you played in the April edition of GO!. The so-called Game Plus is a load of codswallop! All it is is a Viditek Sound Booster with a joystick and buttons on it, connected to the Game Boy. The top bit is a Nuby Game Boy holster with a green sticker on it.

As for the screenshot, it is just a black and white arcade or Super NES screenshot. Thought you could fool me, didn't you! (I did believe for a few hours!).

ANDREW ERVIN,
Bangor, N Ireland

PS Keep up the good work - your mag is brill!

## GULLIBLE'S TRAVELS

Dear **GO!**,

Your mag is excellent and your reviews are spot-on. But I have some questions about the Game Boy.

1. When will Streetfighter II be released?
2. How much will the Game Plus cost?
3. What carry case should I get for the Game Boy?

ROBERT PATON,
Bramhall, Stockport

*1. When Nelson gets his eye back.*

*2. The cost of a Sound Booster, Holster and four pen tops.*

*3. We think you'd better get a large carrier bag in which to hold both your Game Boy and your sad, naive self.*

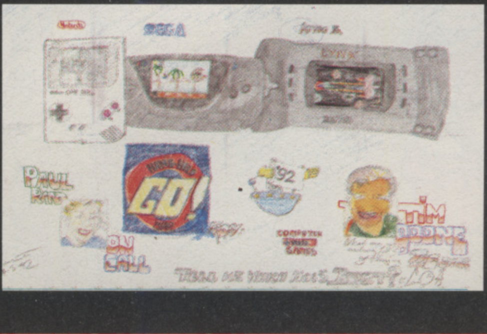
## LET'S LAFF AT THE LYNX

Dear **GO!**,

When I popped down to the newsagents to get my November issue of CVG, GO! fell out. I thought it was another dodgy leaflet asking for money, but the cover looked so appealing I decided to read on. Well, now I own a Game Boy and eight games, thanks to your brilliant mag. What more do I need to say?

Oh yeah; why do crappy Lynx owners cuss down the Game Boy so much? I mean, the Lynx has good graphics but it is too big and the games are no good. The Game Boy has to be tops, followed by a close contender, the Game Gear.

BRUCE BISCOE,
Epping, Essex



*Stephen Calcott of Coventry is a top hand-held hero who thinks all three machines are the tops - take a bow, Steve!*

PLAY SAFE
PLAY SONIC
SONIC THE HEDGEHOG
PLAY SEGA

*Sega's very own speedy son, lovingly captured in crayon by a silly person who didn't include his name. Remember, write your details on the back of the pic if you want a mention!*

## TETRIS STROKE TAJ MAHAL TEASER

Dear **GO!**,
Regarding Peter Harrison's letter of issue 6 and his question "Why the hell does Tetris have the Taj Mahal at the beginning?" The answer is, it doesn't. In fact, the building is a very famous Russian building, the name of which escapes me right now, and it is there because Tetris was originally conceived by a Russian, and not by an Indian (if it had, the Taj Mahal would no doubt be an appropriate backdrop, but since it wasn't, it isn't).
I hop this answers your question Peter, aligns the planets in universal harmony and educates the Game Boy public on the finer points of Soviet Architecture (similar as it is to Indian architecture).

AONGHUS DE BARRA,
Ranelagh, Dublin

*Any more game/building combination queries that our readers could sort out for you? Send them to 'I CAN'T TELL THE WHITE HOUSE FROM A GREENHOUSE' at the usual address.*

## SHOOT ME! I'VE GOT A VIC 20!

Dear **GO!**,
My friend lent me a copy of your magazine to read on the bus recently. I was disgusted to read the debate on which hand-held was the best. I own a VIC 20 (because I am sad) but was promised a hand-held for Christmas. "Which one?", I hear you cry. Lynx is the best, no, Game Boy, etc, etc. The truth is, I would have been grateful for any of them. The majority of your readers should realise that they are lucky to have one at all.

Unfortunately, I was unable to get one in the end and have had to console myself with my VIC - which, incidentally, has just broken and is not worth repairing.

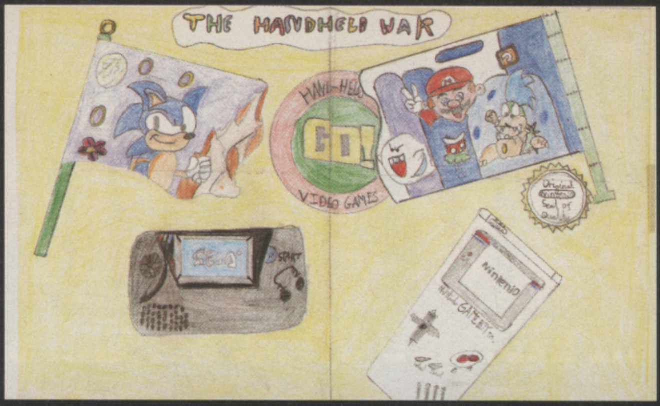
I ask your readers to be happy with what they have been given, or bought for themselves, and to stop whinging.

GREG SAUNDERS,
Evesham, Worcs

PS I think your mag is otherwise brilliant and I shall buy it all the time when I eventually get a hand-held.

## GOT BY THE GAME PLUS GUFFAW

Crikey! We did have a jolly old time laughing at your phonecalls when we brought you the story of the incredible Game Plus adaptor and Streetfighter II on Game Boy - it was an April Fool! A few of you weren't caught out, though - and what is strange is that most of the doubting Thomases were Irish people!



*(RIGHT) Who's going to win the hand-held war? Ask David Inglett from Hearts!*

## STRIKE A LIGHT! WHERE'S THE LIGHT?

Dear **GO!**,
In the latest edition of this totally excellent mag you said the Game Boy wouldn't be on sale in the UK for years and years, yet on page 20 there was a photo of a Game Boy with apparently colour graphics. Is it real or fake? I noticed the battery light was not on (am I smart or what?).

MATTHEW PHELPS-JONES
Camberley, Surrey

PS I have a Game Boy and think it's solid!

*The screen on the Game Boy wasn't actually taken on a Game Boy at all! It was shot from a TV screen using a Wide Boy (a device that lets you play Game Boy games on a telly screen - very handy if you want high-quality screenshots) then superimposed onto a photo of the machine! The Wide Boy lets you change the background colour of games, so that's where the yellow hue comes from. A bit of photographic trickery, from those clever fellers who bring you the world's ONLY hand-held mag!*

## I'LL BUY THAT FOR A DOLLAR

Dear **GO!**,
Yet another excellent issue of GO! Not only do we get more pages of reviews and news, but we also get an April Fool nearly as convincing as the Amigadrive! Unfortunately, the Game Boy amplifier, belt-clip, sticky tape and novelty twiddle bits (not to mention the black and white Famicom screenshots) were just a bit of a giveaway! (Just like GO! really!)To me, £15 seems a tad on the expensive side for just one copy, but if Derek and I Kinsella wanna buy back issues off me, I would be more than happy to take their money from them!

Keep up your most excellent work!

I MORENER,
Oldham

PS Does anyone else like jam, cheese and salad cream sandwiches? Yummy!

## WHY ARE GG GAMES SO CRAP?

Dear **GO!**,
I've been reading your mag for the last six issues and I have to congratulate you on the new style. I would like to know whether there will be a BIG new game on the Game Gear, as most recent games have been a pile of crap, notable exceptions being Sonic and Donald Duck. The Game Boy seems to have some ace releases, but the Gear just has unplayable rubbish like Space Harrier, Heavyweight Champ etc. I'd like to see something like Terminator which is coming out on Megadrive and Master System.

If Sega want to compete with Nintendo then they should bring out some of the big names . The quality and quantity of Sega's little black box needs a boost, so Sega, get to it.

STEPHEN CALCOTT,
Coventry

*There have been some duff releases on the Game Gear of late, but the good far outweighs the bad. What about Super Kick Off? Mickey Mouse? And Monster World 2, which is reviewed this very issue? And as far as Terminator is concerned, we can't promise anything, but...*

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# RAMPARTS

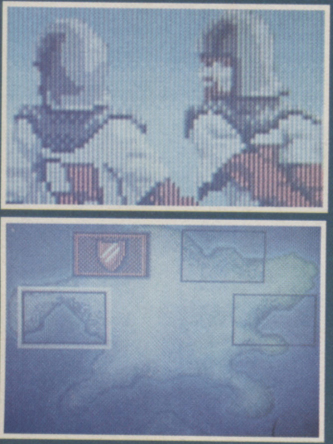
**In days of old when knights were bold and kings had money to burn, castles could be seen wherever you looked. Unfortunately for their owners, they were being continuously ransacked by undesirables who felt it their duty to make off with the loot held inside.**

**In Ramparts, you become the castle's caretaker and military genius. Defend your master's abode against the hordes and, when the battle's over, begin a repair and rebuild programme before the next gang turns up. And who said it was all banquets and deer-hunts, eh?**

## LYNX - £26.00

### PICK A CASTLE, ANY CASTLE

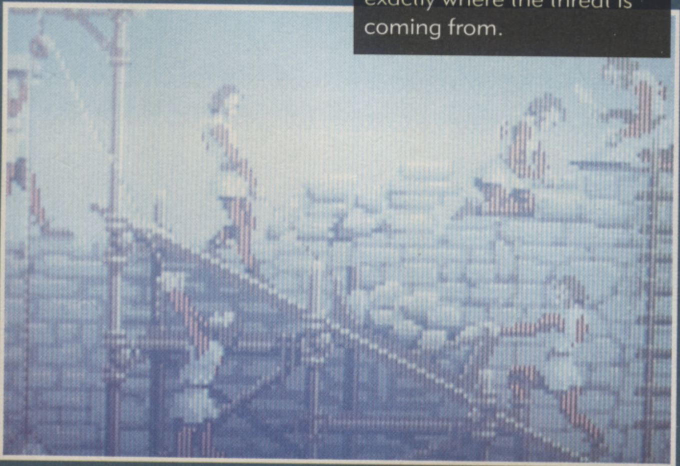
First things first. Before you can take on the natives who want to do over your overgrown semi-detached, you've got to choose a castle from which to fight. There's a few to choose from, each one situated at a different position on the playing area. Select wisely - you don't want to be left wide open to all-out attack!

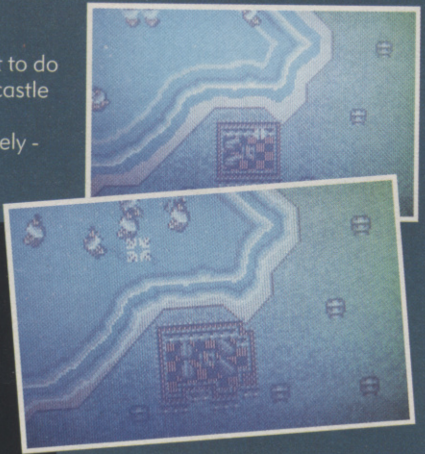


*Hi ho, hi hi, it's off to work we go! Dig out your yellows and get repairing quick!*

### MAN THE CANNONS!

You aren't going to stop the invaders with just a quick smack in the chops; you're going to have to deploy something a bit more tasty - cannons, for instance. You're given a number of cannons to deploy in each round, and it's up to you to position them for optimum effect, depending mainly on exactly where the threat is coming from.

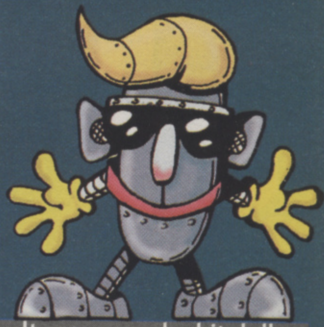




*My liege! My liege! The enemy approaches! Those baddies storm onto the screen in their little longboats - blow 'em up afore they do you in!*

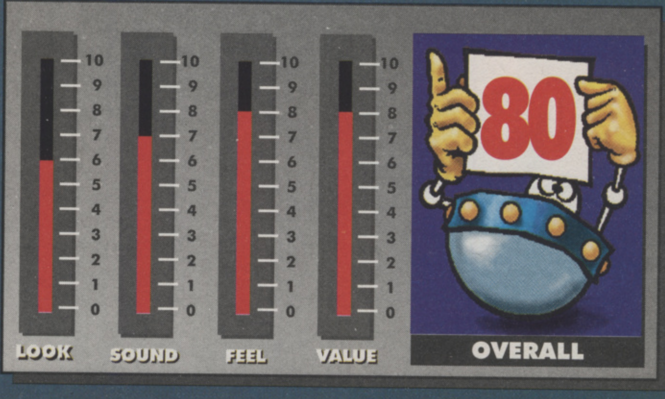
### ON THE MEND

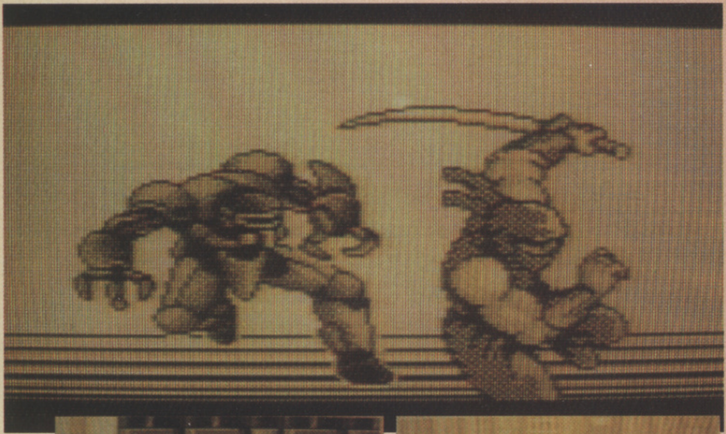
After the battle has ended, it's out with the bricks and mortar for a spot of rebuilding with the use of Tetris-style shaped pieces which slot together to form a wall with no breaks. If, when the time runs out, there's a gap in the wall, the baddies get in and you lose a life.

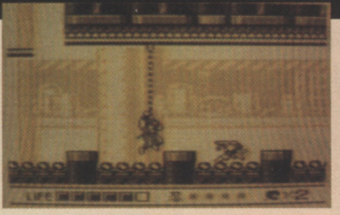


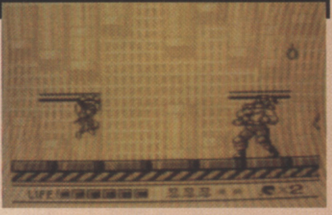
It may sound a bit dull, but Ramparts is actually an engrossing little strategy game. Graphically uninspiring, it's the simplistic yet strategic gameplay which wins out to make Ramparts a cart for Lynx owners to look out for.

**PAUL RAND**









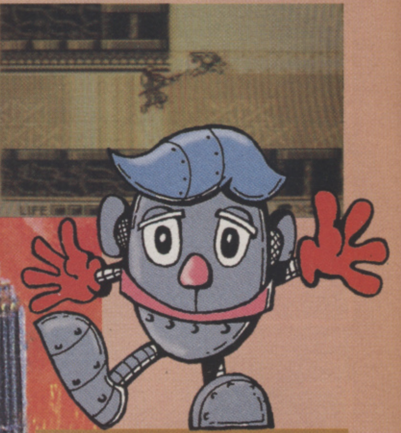
The Ninja Gaiden legend returns on Game Boy! It's the year 1985 and the young Ryu Hayabusa who, three years later, goes on to defeat Jaquio, is in training. Wet behind the ears and unpolished in his fighting skills, Ryu already knew the meaning of justice. A good thing too, for the Emperor Gulf has appeared, to bring fear and death to the world.

Gulf, an underling of Jaquio, believed himself to be invincible. The only danger came from the Dragon Clan and they had all been wiped out. Or so he thought. One lone warrior survives - Ryu Hayabusa is his name.

**GAME BOY - £24.99**

# NINJA GAID

OF
GAME
GAME

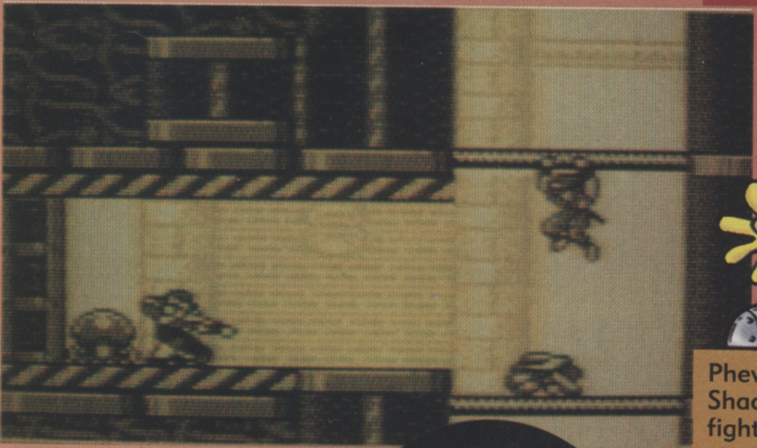


Blimey! Ninja Gaiden Shadow must rank as one of the best Game Boy beaters yet seen! Fab (but dinky) graphics, cool sound and some monstrous gameplay are all the elements you need for fun - and NGS more than delivers. One for the collection!

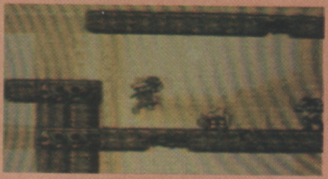
***TIM BOONE***

### JUST HANGING AROUND

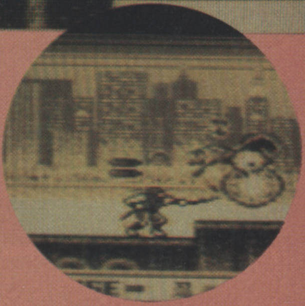
Whenever Ryu feels the need (like when something on the ground is going to kill him in a horrible fashion), he can hang onto any pipes above the floor and shimmy along them. Not only is this useful for passing any dangerous ground-based objects, it's also a handy way of getting behind those nasties and stabbing them in the back. Whoever said ninjas were honourable?

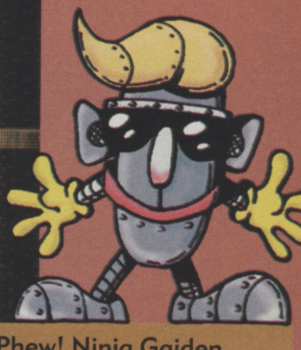


*Blow me, look at the size of that thing! Luckily I've got gunge grab hands that stick to anything and before long this bad boyo's gonna be history 'cos I'm a bit of a boy, me...*



THANKS...to Console Concepts (0782 712759) for the review cartridge.





**Phew! Ninja Gaiden Shadow is a furious fighting frenzy from start to finish! You'll go glassy-eyed over the graphics, slaver over the sound and pop a cork over the playability! A brilliant beat 'em up worthy of anyone's time and money.**

***PAUL RAND***

# DEN SHADOW

### NINJA NASTIES

Each of the levels, as well as being full to bursting with Gulf's goons, have a boss waiting at the end, eager to bring your mission to a swift halt. Let's take a look at those nice guys Ryu will run into along the way, shall we?

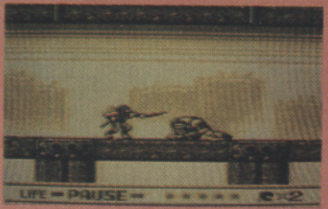
**STAGE ONE: *SPIDER*:** Half mutant arachnid, half robotic killing machine, Spider relies on his agility and metal claws to see off any unwanted visitors to his domain.

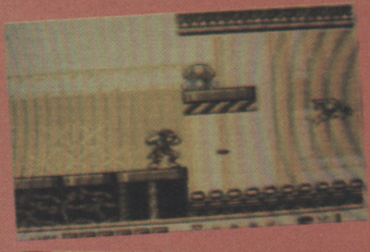
**STAGE TWO: *JACK AND GREGORY*:** They may sound a bit wimpy, but they're not. Jack 'n' Greg are top wrestlers who work together to meet their aims. Jack will hold onto his enemy while brother Gregory beats him to a pulp - not an appealing prospect.

**STAGE THREE: *COLONEL ALLEN*:** The boss of Emperor Gulf's private bodyguards, Colonel Allen has always found that a few bursts of rapid machine gun fire puts paid to even the most determined good guy.

**STAGE FOUR: *EVIL NOBLEMAN WHOKISAI*:** He may have a funny name, but Whokisai is no joke when it comes to kicking his enemies all over the place! With his mystical power over the wind and his Fan Boomerang weapon, you'll be hard pushed to find whether this nobleman is noble in defeat.

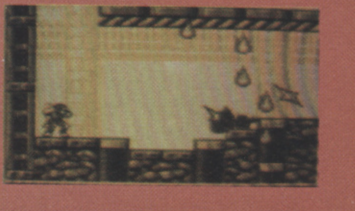
**FINAL BOSS: *EMPEROR GULF*:** He appeared from nowhere to bring chaos to the world. This dastardly demon is one of the most vicious devils ever to crawl out of Hell - and there are rumours that he can transform his body into that of a massive fighting robot. Crumbs!

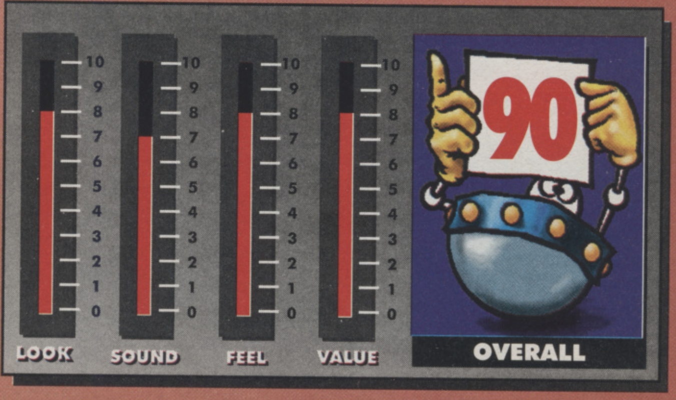




### A WHEELY HOT TRICK

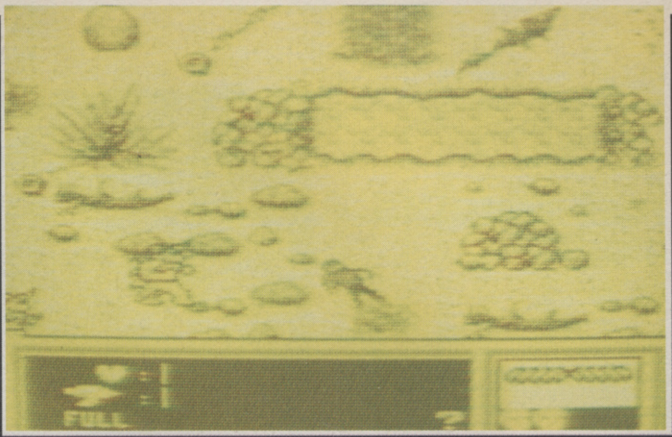
Ryu being just a YTS ninja and all that, he's only learnt one piece of ninja magic - the Art of the Fire Wheel. It's quite smart and gets rid of Emperor Gulf's honchos in no time at all. Unfortunately, our boy only gets four cracks at using his magic, unless he find extra power units, so use them with care.





**Space. The final frontier. These are the words that opened each episode of probably the most influential sci-fi series ever - Star Trek. Join Captain James T Kirk and the crew of the starship Enterprise in their most perilous mission yet, to celebrate twenty-five years of the Trekkie phenomenon. The Doomsday Machine has appeared and is tearing large chunks out of the universe. What's worse, the Klingons have stolen the Disrupter - the only device capable of stopping this malicious machine, and dismantled it, scattering the parts throughout the Final Frontier. The task for Kirk and Co is to collect all the bits of Disrupter and destroy the Doomsday Device - and if you think you're going to live long and prosper, you'd better think again.**

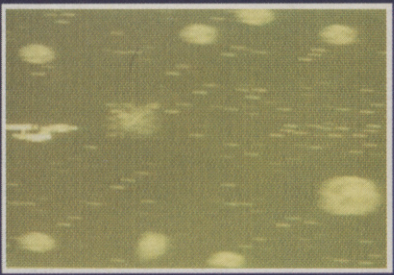
**GAME BOY - £24.99**

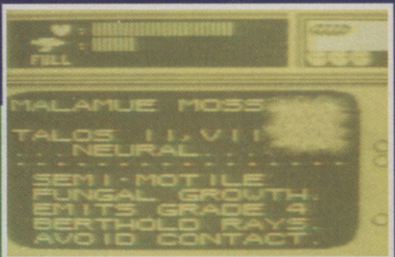


### PHASED OUT

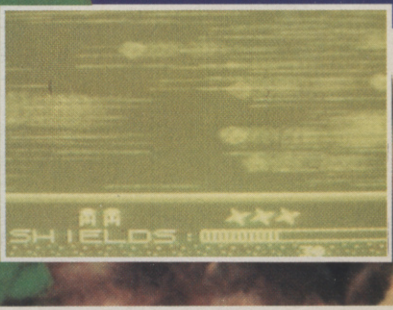
Being a starcruiser, you'll invariably find the Enterprise flying about the cosmos. You have two types of weapon under your control - phasers and photon torpedoes. While the phasers last forever, they aren't that hot when it comes to clearing a path through the cosmos. The photon torpedoes, on the other hand, are pretty handy; but you only begin with four, so use them wisely.

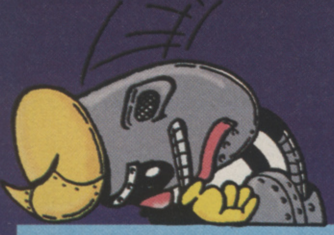
# STAR TREK-
# THE 25TH AN





MALAMUE MOSS
TALOS II,VII
NEURAL
SEMI-MOTILE
FUNGAL GROWTH.
EMITS GRADE 4
BERTHOLD RAYS
AVOID CONTACT.



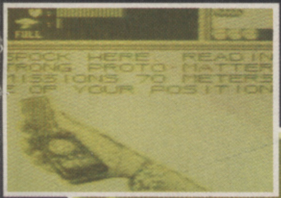


While the license offered a lot of scope to the programmers, what has materialised is a half-hearted shoot 'em up with a collect-the-bits sub-section bolted on for good measure. Graphics are pretty poor and sound is quite abysmal, and you'll soon get bored of doing the same thing time after time. Beam this cart back up, Scotty.

***PAUL RAND***

## SOMETHING FOR THE TREKKIES

The Star Trek saga first hit our screens in 1968 and spanned 79 episodes. The series became an institution, rocketing a whole host of relatively unknown actors to stardom. William Shatner, who played the square-jawed hero Captain James T Kirk (the T stood for Tiberius!), later went on to become telly cop T J Hooker and released a live album, cleverly entitled William Shatner Live. Not only that, but both he and co-star Leonard Nimoy, alias Mr Spock, directed a couple of the smash-hit Star Trek movies!


SPOCK HERE READIN
TRONG PROTO MATTER
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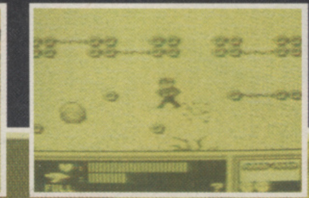
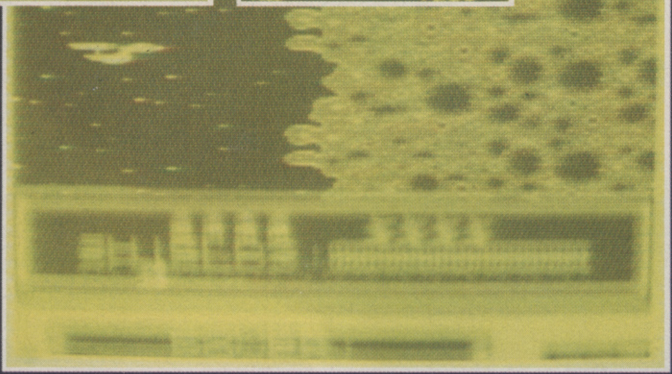
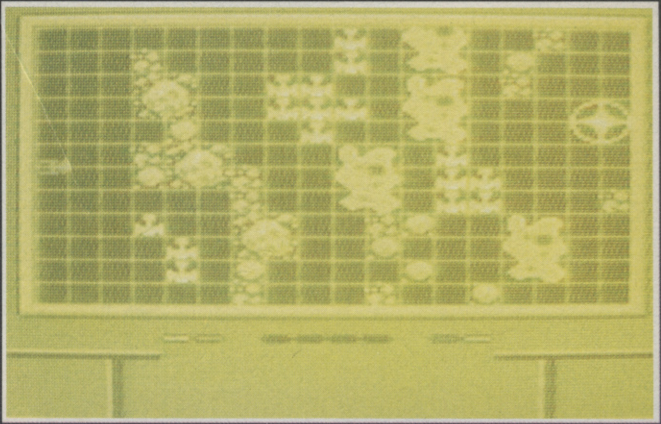
E OF YOUR POSITION





*Boldly going where no man has gone before - into the globulous space amoeba with Kirk and Co.*



## PIECES OF TWELVE

There are twelve pieces of the Disrupter to collect, each hidden on a different planet. Kirk and his cronies will have to find the correct worlds, battle through battalions of baddies and dangerous asteroid fields and beam down to pick up the pieces if they're to avert disaster!

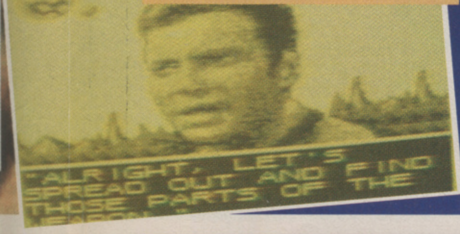
## SAVE THOSE STARDATES

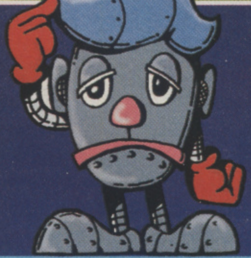
It's a pain in the Dilithium crystals when, after getting really far into a game, your mum shouts you for tea and all must be lost - the wrath of a parent is worse than that of a Klingon! Luckily in Star Trek, you receive a Stardate on each planet you visit - in future games simply select the Continue option at the start of the game and enter the stardate to be transported back to that world!

# NIVERSARY

## ENTERPRISING ATTRIBUTES

If you've seen Star Trek on the telly (or indeed, in the cinema, where the last in the Star Trek movie series has just finished doing the rounds - it's fab, by the way) you'll no doubt have noticed the complicated controls on the bridge. These have been cut down ever-so-slightly in the game to eight directions and two modes of firing. There are three important settings which you can tinker with in order to improve your chances off success at various stages of the quest: Shields, Speed and Phasers. Changing one of these settings will alter the other two, so be sure you get it absolutely right!

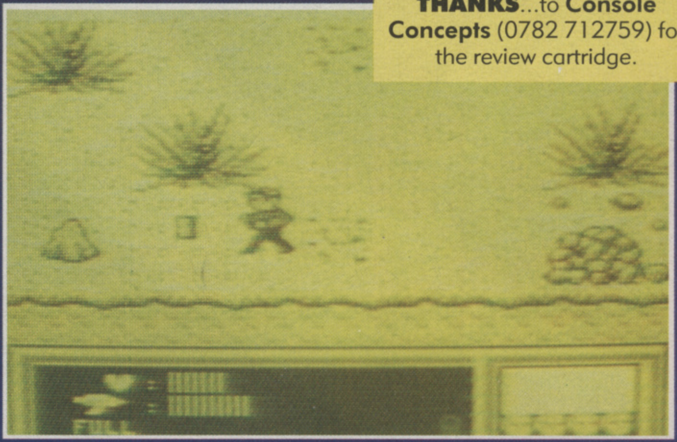

"ALRIGHT, LET'S
SPREAD OUT AND FIND
THOSE PARTS OF THE
WEAPON

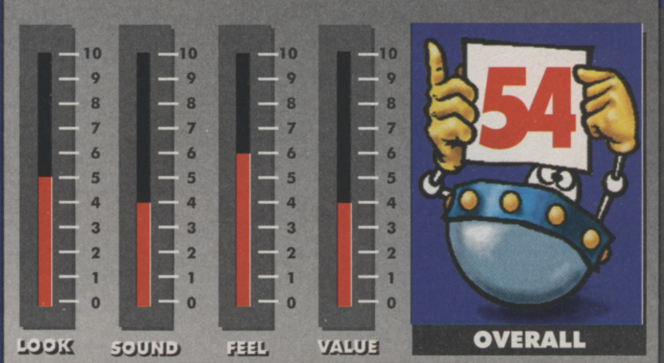


**Kirk and his cronies have had me on the edge of my seat more times than I've had hot dinners, but this Game Boy game left me feeling decidedly flat. Stone-age graphics and tiresome gameplay make a game that should boldy go away.**

***TIM BOONE***

**THANKS**...to **Console Concepts** (0782 712759) for the review cartridge.





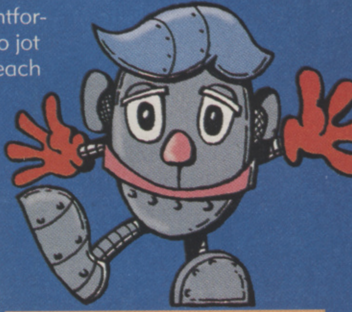
# MEGA M

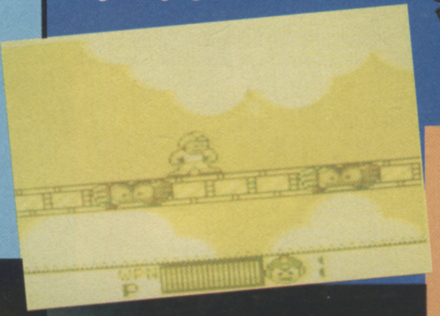
**You can't keep a bad doctor down! The psychotic surgeon in question is Doctor Wily, thorn in the side of everyone's hero, Mega Man! The most amazing superhero ever to hit the little Nintendo returns in this all-new multi-level arcade thrash, with the player controlling the man Mega himself, through screen after screen of Doctor Wily's most ferocious cronies. So what's the maniacal MD been up to this time? He's nicked a time machine from the Chronos Institute and has zipped off to the far future - the 39th Century to be precise, to grab some wicked weaponry and return to take over the Earth. Mega Man's task is to fight his way through Wily's robot guards and find the Time Skimmer - then shut it down!**

## GAME BOY - £24.99

## A DOTTY WAY TO PASS

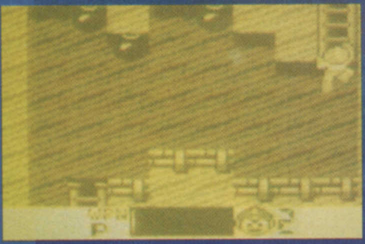
Mega Man doesn't want to be smashing Wily's robots any longer than he has to - who would? - so there's a handy password system included in the cart! A grid appears, into which you enter dots, the correct positioning of which is shown each time you destroy a guardian. Very straightforward, don't you think? Remember to jot down the dots on a piece of paper each time you're shown the code, otherwise you'll forget it and have to fight all the way through from the beginning again!

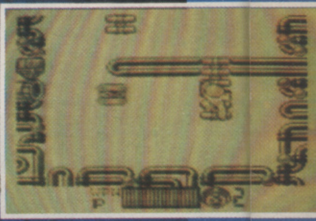


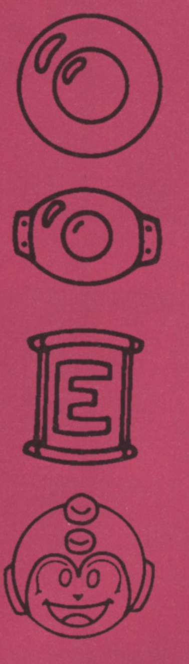


Hurrah! The mighty Mega Man is back in another amazing adventure! This time round it's slightly more playable, with beautiful sprites and loads of baddies to avoid or kill. Most importantly, the urge to get that little bit further is there until the very end. An excellent platform romp - hurry up with Mega Man 3, please!

***TIM BOONE***







## LOTS OF LOVELY STUFF

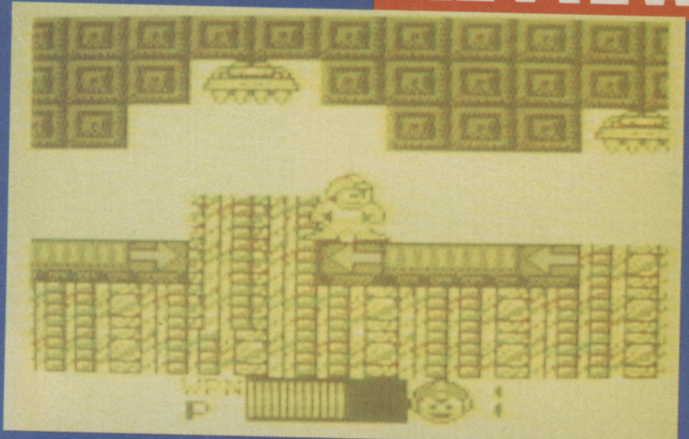
Even a mega man like Mega Man needs a helping hand from time to time! Some of the enemies drop items which can be used against the baddies. These are:

**ENERGY PELLETS**: Run down? Lethargic? Don't bother with Lucozade! Take an energy pill to increase Mega Man's strength!

**WEAPON CAPSULES**: It's a pain when you're blasting merrily away, only for your gun to run out of 'oomph'. Grab a capsule and increase the energy of your weapon!

**ENERGY TANKS**: Everyone likes being tanked up - and our hero is no exception! Pick up one of these to restore Mega Man's energy supply.

**1-UP**: A 1-UP in Mega Man's world is the same as everywhere else - it gives an extra life!



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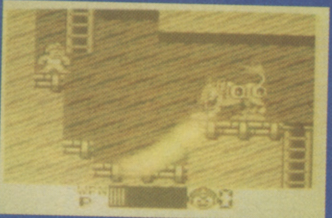
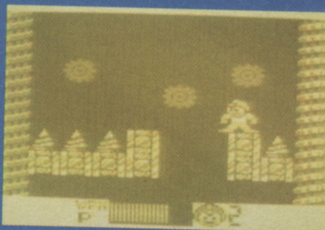


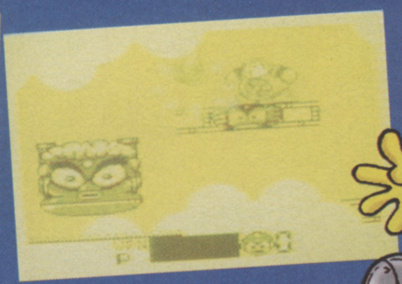
## CRAP CARTOON CORNER

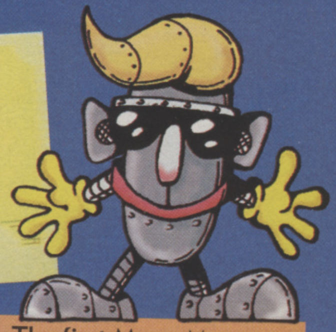
It's quite possible that you've seen our friend Mega Man on telly! He's got the starring role in a cartoon called Captain N, which used to grace our TV screens early on Saturday morning, some months back. But if you never got the chance to see it, don't worry. You haven't missed much.

## GUNNING FOR GLORY

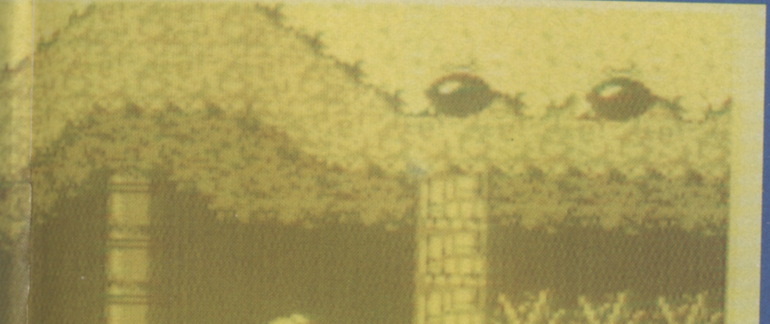
Knock off Doctor Wily's metal meanies and you'll receive brand new weapons with which to dole out your own special brand of justice! You don't lose an old weapon when you collect a new one either. Pressing START takes you to the weapon selection screen - just select the one you fancy and put the current gun safely away for later use!







# MAN II

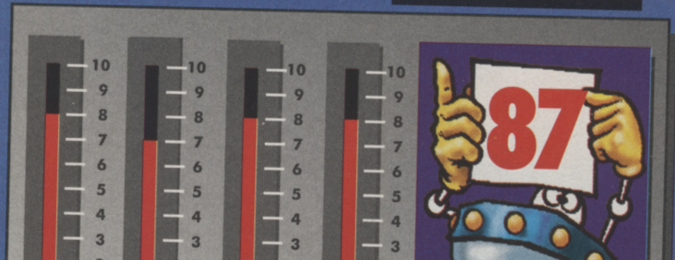


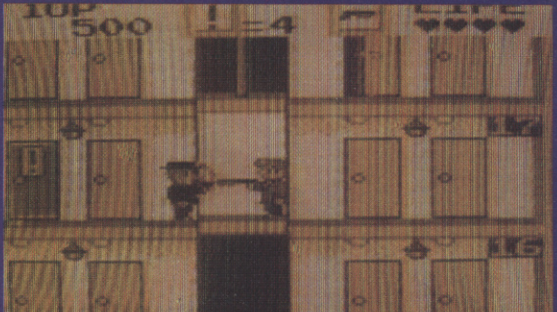
## A MEGA MATE

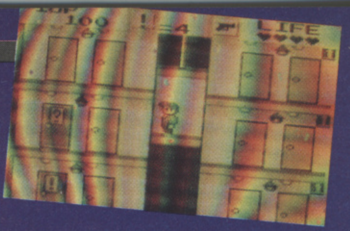
Mega Man's best friend is a robot dog called Rush, who comes into play whenever you find an adaptor. Rush is really cute and helps his master out in every way he can - even though an outrageously large laser gun would be rather more useful under the circumstances. At least he doesn't poo on the floor, though!

**The first Mega Man blast on Game Boy was the tops, and the sequel is even better! Nine levels of fun 'n' fighting is what's in store for anyone who grabs this cart, and the action is complemented by the great graphics. It's mega, man!**

***PAUL RAND***

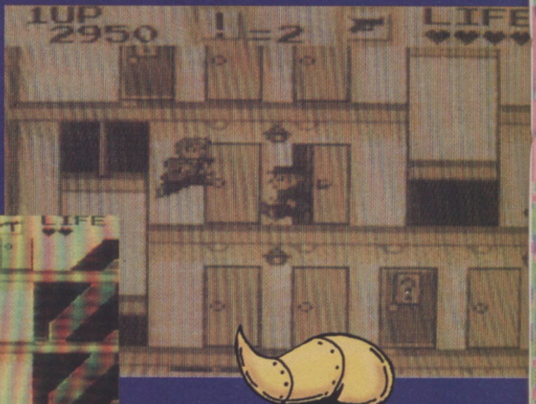






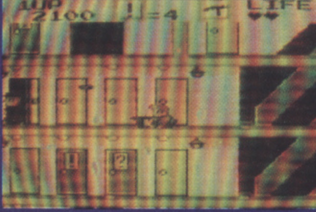
**THANKS**...to Console Concepts (0782 712759) for the review cartridge.

# ELEVATOR ACTION



## GIVE US A LIFT, MATE

So why is Elevator Action called Elevator Action? Because most of the action revolves around...wait for it...elevators! Your little agent will find it most necessary to use the lifts and, indeed, the escalators to travel between floors, not only to get to different doors behind which are extra weapons and stuff, but also to get well away from any gun-toting guards who happen to be on the same level as you!



1UP
2600
!=2
LIFE

## GET SOME GUNS

There are quite a few different guns to find in Elevator Action - and it's a good thing too, as the one you start with is fairly crap. In fact, it's pretty hopeless. But don't worry too much, for you can find shotguns and machine guns which waste those behatted boyos faster than the blink of an eye.

## SCORES ON THE DOORS

There are doors-a-plenty in Elevator Action, and you've gotta be on your toes when you pass one. Some conceal items or disks, but others hide enemy agents who pop out and shoot you. The nasty lot.

## ARE GUARDS AWFUL PEOPLE OR WHAT?

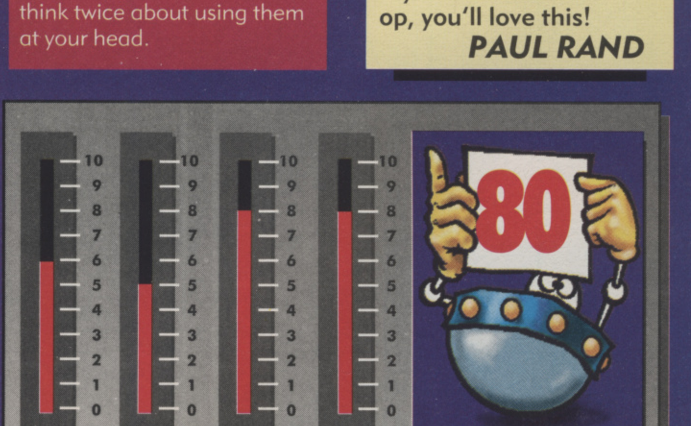
Guards aren't the nicest folk around. The guards in Elevator Action, though, are the nastiest of the lot, 'cos they carry guns and won't think twice about using them at your head.

**A firm arcade favourite of most folk around here, Elevator Action has translated well to the Game Boy. Fun and addictive, the timeless gameplay is simple yet demanding. If you liked the coin-op, you'll love this!**

***PAUL RAND***

**Lordy! An oppressive criminal organisation is bringing terror to millions - and the police can't do a thing to stop them! They're ensconced in a massive high-rise building, guarded day and night by psychotic guards and dangerous dogs. The only way to find enough evidence to close them down is by breaking into the building and nicking a load of computer disks holding vital information concerning the organisation's activities. Use your skill and cunning to track down the disks, using items found inside the building and avoiding or destroying the guards before they put you in a smart pair of slippers - concrete ones, of course. Not a nice prospect for anyone, but luckily you've got what it takes to close down their seedy operation for good. You hope!**

## GAME BOY - £24.99



# look smart with a Megatech t–shirt

To join the growing band of MegaTech T-shirt-wearing style-mongers, fill in the form below and send it to this address, including a cheque or postal order for £6.50, made payable to Emap Images Ltd. Please don't send cash and please allow 28 days for delivery.

MegaTech Mega T-Shirt, Peterborough
Mailing, PO Box
500, Peterborough
PE1 5TQ

## only £6.50 (inc p+p)

We could claim that the Megatech T-shirt stops .303 bullets fired from a Lee Enfield rifle, but that wouldn't be true. So we won't.

We could claim that the Megatech T-shirt will make you more attractive to the opposite sex, but that couldn't be guaranteed in writing. So we won't.

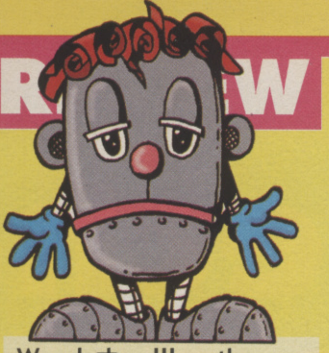
We could claim that the Megatech T-shirt provides the wearer with the ability to fly through the use of psychokinesis, but strictly speaking, it doesn't. So we won't.

What we could honestly claim is that the Megatech T-shirt is a smart bit of gear which is good value for money and has a big skull on the front that ensures you don't look soft when you wear it in the street.

I'm not interested in being bullet-proof, attracting persons of the opposing gender or having superhuman psychic abilities, but I do fancy one of those smart MegaTech T-shirts with the big skull on the front. So send me one, and quick about it!

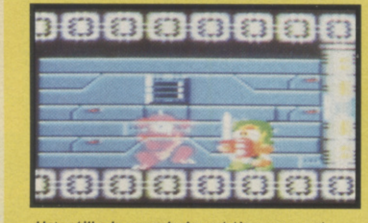
MY NAME.......................................................................................................
MY ADDRESS..................................................................................................
.......................................................................................................................
Please send me.......... T–shirt/s in MEDIUM/LARGE/XL(please state)......................................

**I enclose a cheque or postal order for £6.50 per shirt.**



Wonderboy III on the Master System was a top adventuring lark, and this Game Gear version is just as good! Brilliant graphics are in abundance and the game is so big it'll keep you going for yonks!

**FRANK O'CONNOR**



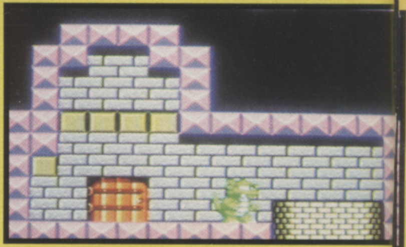
*He's still a human being at the moment - but not for long! The world's hardest young 'un, Wonderboy, hits a baddy so hard it goes translucent! Jeepers.*

## HE'S ALL HEART, HE IS

The boy Wonder is a kid with a strong heart, and that's handy because his energy is stored in that very place! Each time he comes into contact with an enemy, Wonderboy loses some energy from the heart at the top of the screen - if all his strength is depleted he loses a life.

## BAH, THOSE BLOOMIN' BADDIES

You couldn't choose a better name for Monster World; its inhabitants are truly monstrous! From horrible hogs to feisty flowers, they'll all be out to grab poor little Wonderboy by the cheeky bits and not let go until he's shuffled off this mortal coil!



*Wonderboy's a dragon now and, what's worse, the castle is about to collapse around him! Better jump down that well quick before something bad happens.*

# MONSTER

## WONDER WEAPONS

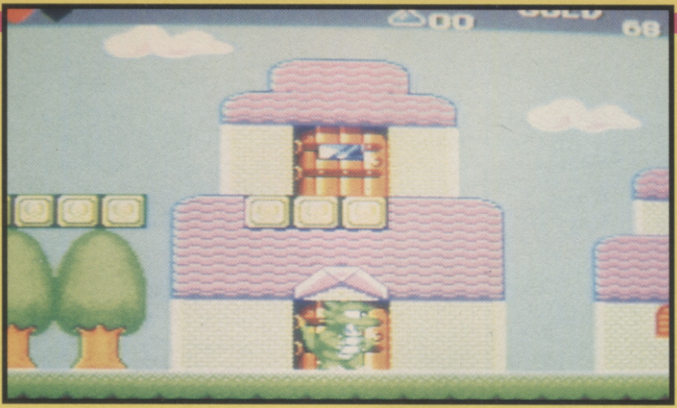
Wonderboy starts the adventure with just his simple kiddies sword. Not much help against some of the bad, bad baddies he'll no doubt bump into during the course of his quest. But don't be too downhearted - there's a whole host of goodies to collect, including whirlwinds, boomerangs and even lightning bolts, which all put paid to the antics of the nasties in Monster World.

SHOPPING
PLEASE
PRICE
15GOLD
MIT SHI
MIT ARM
EXIT

**Wonderboy is back! The bravest bairn ever to hit the screen returns in Monster World II, and guess what? Yup, his girlfriend has gone and gotten herself abducted again. She's been taken to Monster World, the most dangerous place in the kingdom, and Wonderboy simply has to go and rescue her.**

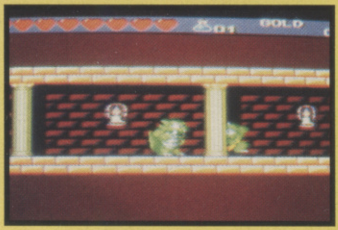
**It's adventure all the way, along with a fair smattering of danger, but he's assisted by a special spell which allows him to change into a variety of animals! What we want to know is, why doesn't he just finish with the lass and find himself a less demanding girly!**

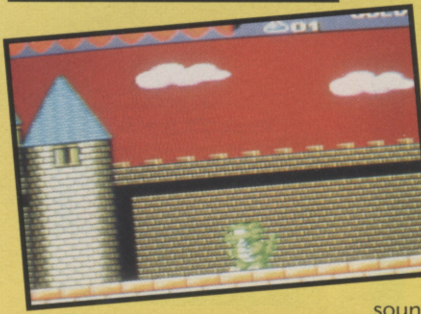
## GAME GEAR - £24.99



## MONEY MAKES THE WORLD GO AROUND

You can't go wrong with a bit of cash in your pocket, and the same is true in Monster World. Wonderboy can collect coins throughout the game, and these can be used to buy items and health whenever he finds a shop in the many towns and villages he'll come across.

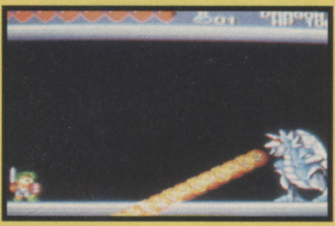


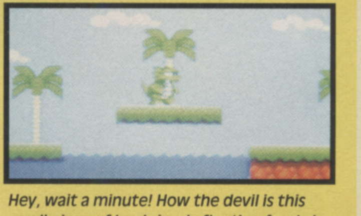


## IT'S TIME FOR A CHANGE

It's not Wonderboy's day, is it. Tramping through a castle, beating up baddies, when all of a sudden he transforms into a fire-breathing dragon! That's not all he turns into, either. During the game, Wonderboy will also change into a mouse, a lion and bird and something that looks like the Creature From The Black Lagoon - sounds a bit fishy to us!

# WORLD II



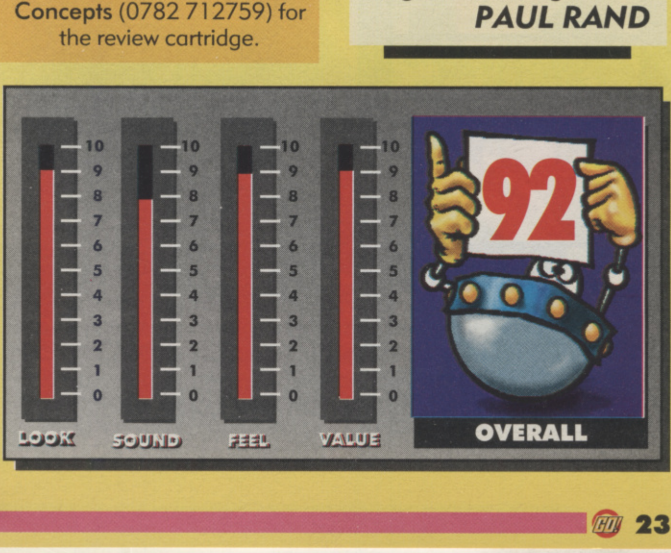


*Hey, wait a minute! How the devil is this small piece of land simply floating freely in mid air? It's a miracle! Actually, it isn't at all. The tree on the land has thin but very strong wire attached to it, going to an off-screen pulley system which attaches to the snake on the right.*

**THANKS**...to Console Concepts (0782 712759) for the review cartridge.

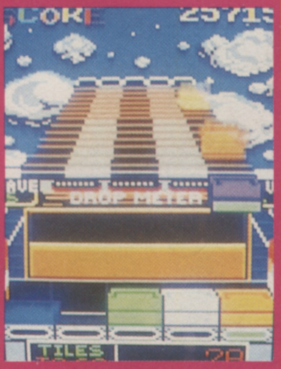
**Monster World II is, to all intents and purposes, the same as Wonderboy III on the Sega - no bad thing, because that title ranks as one of the best on the machine. What you get here are excellent graphics, fine tunes and playability second to none. Get Monster World II and you'll be engrossed for ages!**

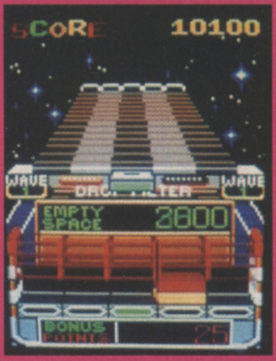
***PAUL RAND***



# LYNX THE TOP TEN

**Atari's little beauty gets the Top Ten treatment this ish. There haven't been too many releases for the Lynx in the past, but what is out there is generally of a high quality. FRANK O'CONNOR takes a trip down Lynx Lane to bring you the best. What a boy!**



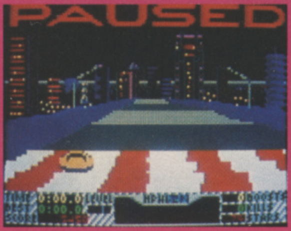


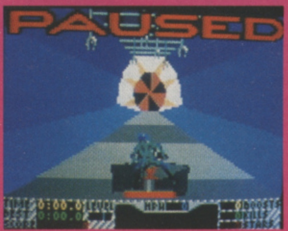
## KLAX

This is one of the best puzzle games of all time. Square blocks roll down the screen which you catch in a paddle and drop into a grid. You have to line up the blocks in rows of three or more - horizontal, vertical or diagonal, but they must be comprised of blocks of the same colour. The graphics are smart, but where this title excels is in the sound effects dept. Samples galore as a sexy woman gives you instructions. Perfect playability and tons of variety.

## STUN RUNNER

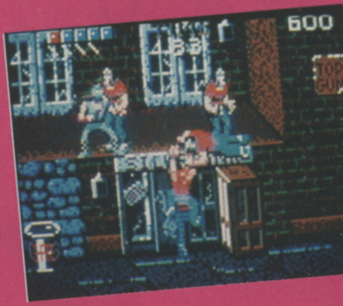
Graphically stupendous conversion of the hit Atari coin-op. The original used polygons galore to simulate a frantic race through a maze of tunnels. This fakes the polygons and as a result it moves even faster than the arcade game. Every single tune and sound effect has been sampled from the arcade machine and the game is a sonic treat. Basic bobsled-style gameplay but a massive adrenalin booster.



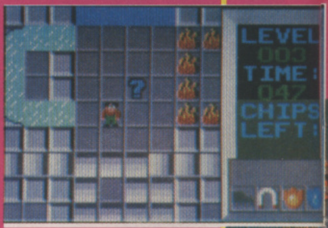


## NINJA GAIDEN

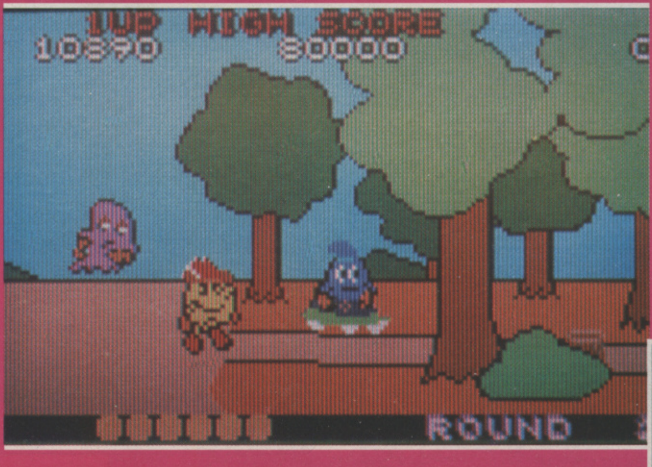
Fans of the  Shadow Warriors coin-op may find this a bit familiar -it's the same game! It's a straight conversion of the arcade beat 'em up, following the lines of Double Dragon. Walk along, kick the baddies and collect weapons across level after level of chopsocky action. Not exactly a brain-strainer but the graphics are lush and gameplay is fast and frenetic.



## CHIP'S CHALLENGE



Chip is trying to join a club so he can get off with a girl. It's a bit sad really, but he has to perform a number of tasks to get in. They all revolve around a danger-filled maze where Chip must solve  a number of problems. The puzzles change with each level but the basic gameplay is a cross between Pengo and Boulderdash. Chip's Challenge was one of the first Lynx tites available, yet the gameplay is as fresh as the day. Top quality entertainment with oodles of levels.



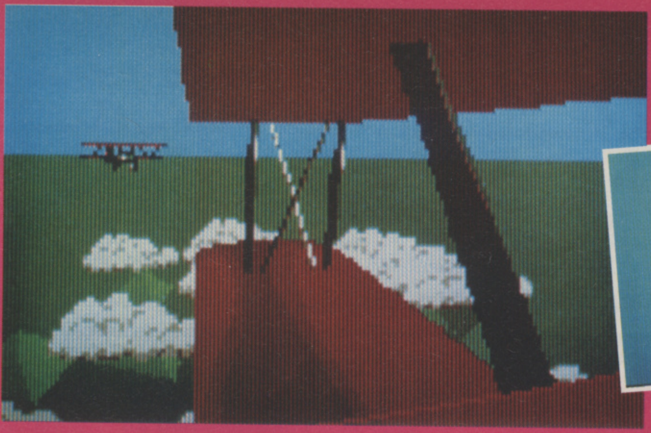
## PACLAND

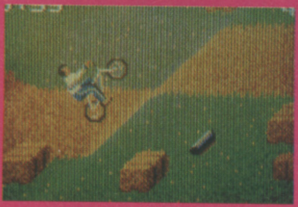
The yellow beach ball is back, this time in a Mario-style platform romp. It's a real race against time to reach the end of each level as you avoid a selection of ghosts and killer vegetables. There are dozens of hidden objects,screens and bonuses which together make this a brilliant conversion of the arcade original.

1UP HIGH SCORE
760 30000

## WARBIRDS

If it's top dogfighting fun and frolics you're looking for, you could do worse than go for this semi-proper flight sim, with heavy emphasis on blasting action. Graphics are most impressive as you soar around biplane-infested skies, dusting the Jerries as you do so. You can view the action from several angles and it really is great fun. Dogfighting with a two-player link is a top-flight treat.



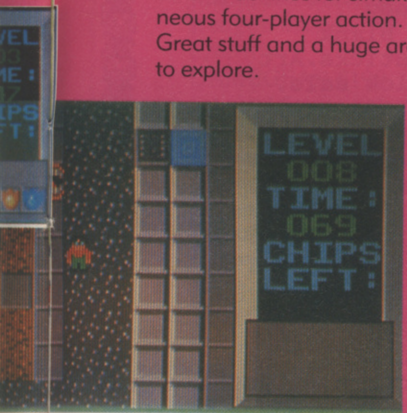


## CALIFORNIA GAMES

No way dudes! Those totally narly Californian beach bums have come up with some mondo bizarro sports in the past, the best of which can be played on this bodacious cart. The events include BMX racing, Hackey Sack juggling, Surfing and Skateboarding. All the events require different skills and the variety and playability makes California Games a real bargain.

## GAUNTLET

Not really a conversion of the arcade game, but it borrows ideas form the arcade smash. There's a big element of adventure as you move your chosen character through a goblin-infested maze. There are puzzles to solve and hordes of ghosts to fight. Graphics are pretty, sound effects impressive, and you can link up to other machines for simultaneous four-player action. Great stuff and a huge area to explore.



## FIDELITY CHESS

This is a bog-standard chess game with one important feature. It takes advantage of the Lynx's weird processor to make the computer opponent one of the toughest outside a Grandmaster tournament. Fidelity are famous for their chess computers and this is one of the best implementations of the game. The graphics are crisp and clean and the sound effects adequate. Lots of options and very tough.

ROBOTRON:
2084
PRESENTED BY
SHADOWSOFT INC.
ROBOTRON (R) COPYRIGHT 1982

## ROBOTRON 2084

An ancient, but massively addictive and frantic shooter with no frills or trimmings. Smash TV uses the same idea but this is a raw, no messing blastorama. The object is simple; kill the bad guys, collect the good guys and keep doing it. That's all there is to it. No mess, no fuss no waste. Just fun!

# DIAL-AN-AD NUMBER
# 0839 500 848

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## THE MICROSELLS

AMSTRAD PC 1512. WITH colour moniter.Over 18 programs recorded on the hard-drive.18 games, plus Word star and lots, lots more.Only £400.Buy software get computer free.Phone Romsey 515663

SWAP. GAMEBOY WITH 3 GAMES. Also amplifier. Casstette deck, Commodore 64 games. Some C and v g mags.For Atari ST or Amiga.Tel:0223 316896.Ask for Ken.

JAPANESE SEGA MEGADRIVE. with Super magical turbo Hat adventure and Crackshot.£120.Phone Mark on 0223 412512.

ATTENTION. BOXED SEGA MASTERSYSTEM. almost new 2 years extended warranty.2 joypads and 5 games inc.Mickey Mouse, Moonwalker and video.I will sell for just £100. or will swap for Megadrive games. Tel:Ken on 0403 66884.After 4pm.

MEGADRIVE FOR SALE.Less than 4 months old. With 5 games and 2 control pads.Sell the lot for £210.Tel:0786 64550 after 4pm.

ATARI ST FOR SALE.£250. EXTERNAL DRIVE.With over 100 games. Will swap for an Amiga.Tel:0484 71901.

AMSTRAD CPC464 KEYBOARD with COLOUR MONITER.Lots of fantastic games.Great condition.Worth almost £500.But will sell for £200 for a quick sale. Tel: Wayne on 081 648 2143 after 3pm.

NINTENDO ENTERTAINMENT SYSTEM.9 games, 3 controllers, light gun, Extra joystick. All boxed.£330ono.Phone 0268 767834.

## THE MICROSELLS cont.

SWAP, MY MINT CONDITION SEGA MEGADRIVE.2 joypads.Carrycase, 7 top games. For Super Famicom inc. games.Call Kelvin on 0977 674917.

SWAP, RADIO CONTROL CAR worth £80.For a megadrive plus 2 games. Contact Nigel on 0296 625507.

NINTENDO NES FOR SALE. Only used twice. Includes everything. 2 Games. (Super Mario 3,Turtles.)All in Mint condition. For only £100 Call Daniel on 0264 356810.

SWAP £150 WORTH OF COMPUTER MAGS inc. C AND V G,ZERO AND GAMES X,For any handheld apart from Gameboy or Megadrive.If interested call 0432 278609 and ask for michael after 5pm.

SEGA MEGADRIVE WITH alter beast and Drum madman 92.Worth £180 but will sell for £135.Everything in mint condition.Only a few months old.Megadrive under guarantee.Without a scratch on it.If interested call Mohammed on 0708 732004.

MEGADRIVE WITH 8 games. Powerstick and Stereo speakers, I would like to swap for an Amiga 500 with kick-off 2 or any other decent games. Tel:Craig on 0260 280692.

COMMODORE 64 FOR SALE. Good condition.1 joystick. 50 games.£500. Or will swap for a game boy.Call 0905 58193.

SEGA MASTERSYSTEM 2.Light gun. Sonic, Slapshot,World soccer. Worth over £200 but will sell for £100.Phon 0202 889717 and ask for Jamie

## THE MICROSELLS cont.

NINTENDO WITH 12 GAMES.Light gun. 2 pads. worth £600. But will sell for £200.Please call 0264 790594.

NEO GEO GAMES WANTED. ie. Fatal Fuhra,Soccer brawl, Robo armour,Burning fight. Will pay £50 each game or £40 for any other titles.Tel: 0529 415055 and ask for Rich.

OMEGA 500. 1 MEGA MEMORY Phillips CM8833 Moniter. And joystick. T.V modulator and 5 games.£400.Tel:707 7622 (Birmingham, 021.)

MEGADRIVE, BOXED.3 MONTHS OLD,plays all carts,plus dinogue F22 John Meddons.Will sell conole and games separately.Megadrive £70.Games £20 each.Call Richard. 0932 346826 Surrey/London callers only.

ATARI STE.EXC.COND. With 40 games. copy facilities. Blank discs.£ joysticks.Art package. Quick sale. Bargain at £180.Call 0932 346826 and ask for Richard. Surrey callers only.

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AMSTRAD CPC 464,FOR SALE £200 worth of software. Ghouls and Ghosts. Dan Dare 3, Colour moniter, Manual, magazines and joysticks.Will sell for £155ono. Tel:0452 856254.

# DIAL . AN . AD NUMBER

# 0839 500848

**Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission**

## THE MICROSELLS

NINTENDO GAMEBOY FOR SALE. Boxed and in mint condition with 4 boxed games. All for £110. Call Martin on 0279 504977.

GAMEGEAR FOR SALE. Mains adaptor, 5 games. Worh £230. Sell for £150. Or will swap for a gameboy with some games. Phone Matt on 0952 610252.

GAMEBOY FOR SALE. With 4 great games inc. WWF and Turtles 2. With seven months guarantee. Also carrycase. Excellent condition. Boxed with instructions. £95 ono. Call 0634 363913.

GAMEGEAR FOR SALE. Includes Shinobi, Columns, Holdall, 12 rechargeable batteries. Power supply unit and re-charger all for only £140 ono. Please call Paul on 0934 842933.

BARGAIN!! 5 LYNX GAMES FOR £60. Original cost over £150. Exc. con. Tel: Gareth on 0254 219369.

ATARI LYNX, 7 GAMES. Carrycase. Sun visor and multi-player lead. £275 ono. Tel: Gareth on 0254 219369.

GAMEBOY PLUS 4 GAMES Super Marioland, Robocop, Tetris and Kung-fu master. £90. Call 0438 820570.

GAMEGEAR £190. Inc. Master gear and 5 games. 1 game (Mickey mouse) has no box. Worth £235 without Mickey mouse v.g.c. Phone Matt on 081 688 6988. Evenings. Croydon.

WANTED GAMEGEAR OR GAMEBOY with game. Will swap for Megadrive games. Games inc. Spiderman, Mickey mouse and Golden Axe etc. Phone Mike on 0742 693412.

SWAP MEGADRIVE PLUS 13 GAMES FOR PC ENGINE GT. Hand-held plus 6 games. Devon area. Please call 054882 416 Mr J R Carter.

GAMEBOY GAMES WANTED. Will pay £10-£15 each. Preferably Spiderman or WWF. Also Spectrum 128K for sale, plus 100 games in all. Selling for £100 ono. Also Gamboy contacts wanted. Phone 061 682 5856. Bargain!

## THE MICROSELLS cont.

WILL SWAP GAMEBOY WWF, for Bart Simpson. Phone 0222 793752 and ask for Lee.

TV TUNER FOR GAMEGEAR, WORTH £75 But will sell for £50. Master gear for sale. Plus Indiana Jones and Rtype. Worth £85. Sell for £50. Will not sell games separately. Phone 081 300 9836 Sidcup.

DOES ANY GAMEGEAR OWNER want to buy Sega Mastgergear for £10. If so Contact Jamie on 0202 889717 after 6pm.

I WILL SWAP MY GAMEGEAR with 3 games out of Wonderboy, Shinobi, Mickey Mouse or Pengo. For a Megadrive with Sonic and 1 or 2 Joypads. Or I will sell for £120. 0274 682014.

SWAP ATARI 130XE with 28 games inc. Joe Blade. Swap for Nintendo Gameboy with 2 games. Contact Nigel on 0296 625507 Buckinghamshire.

FOR SALE GAMEBOY WITH CARRYCASE, Linklead, head phones and 3 games inc. Super Marioland and Castlevania 2. All still boxed and in great condition. Worth £130, selling for £90. Please call 0723 513327.

SEGA GAMEGEAR, PLUS game and Gamegear converter. Excellent price at only £90. Call Ryan on 0977 617779.

FOR SALE, SEGA GAMEGEAR with 4 games, incl: Sonic, Shinobi and Baseball '91. Mains adaptor, TV Tuner, carrycase and battery charger . Sell for £180. or swap for Commodore/Amiga without games. Phone Stu on 081 524 1425.

NINTENDO GAMEBOY for sale, with 1 game. Stereo headphones and 2 player link and magnifier. Sell for £70 ono. Call 081 672 5752. and ask for Neil.

I WANT TO SWAP MY GAMEBOY for a Gamegear. My Gameboy has 3 games. but will accept the gamegear with just 1 or more games. Phone Milton Keynes 665834.

ATARI LYNX FOR SALE with 4 fab games. Includes power mains. Phone 0795 426696. Quick sale only £75.

## THE MICROSELLS cont.

FOR SALE SEGA GAMEGEAR with 6 games, and 3 master system games. With Master system convertor and Power supply. All boxed with receipts. Will sell for £160 ono. Tel Lancashire 0772 455851 and ask for Johnathon.

LYNX II FOR SALE with 7 games. £160. Everything as new. Please call 081 390 0055.

FOR SALE ATARI LYNX - I with 4 games, will sell for £90 Call Stelios on 081 801 4235.

ATARI LYNXX II FOR SALE IN BOXED CONDITION with 2 games, also AC adapter, re-chargeable batteries and Lynx Pouch. Will sell for only £95. Tel: 0737 242457 and ask for Mark.

GAMEGEAR FOR SALE with Super Monaco GP and Donald Duck games. Plus AC Adapter. All boxed as new and in excellent condition. Also for a quick sale I will throw in a battery charger free. All for only £120!! If interested call 0424 714458.

ATARI LYNX II WITH 2 GAMES,. sun visor, screen guard, link-lead. AC adapter. Still under gaurantee for £150. Or will swap for SEGA MEGADRIVE with 1 game, please call 0742 454973.

NINTENDO GAMEBOY 4 games, Spy vs Spy, Robocop 2, Batman, Super Mario bros etc. £8 each or all 4 for £25. Please ring 0336 409728.

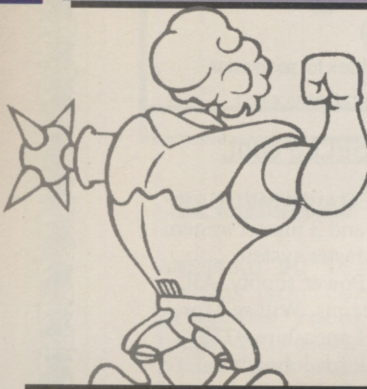
GAMEBOY WITH 3 GAMES. Marioland, Tetris and Kick off. Will swap for Gamegear or Lynx with no games needed. Contact Simon on 0629 734679 or I will sell for £90.

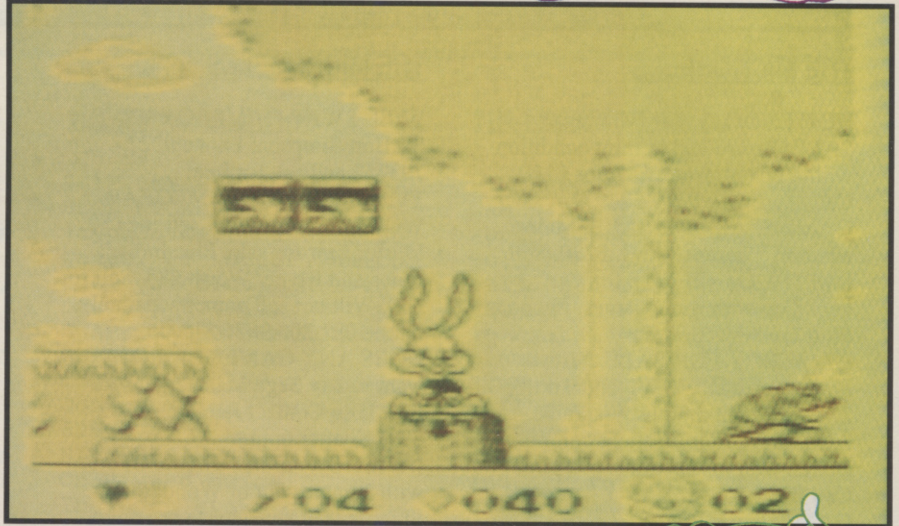
GAMEBOY!! with batteries, Marioland and Tetris. £50. ono. If intereseted contact David on 081 876 2782.

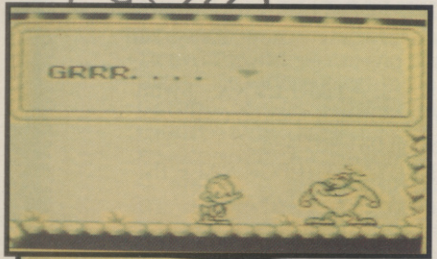
GAMEBOY GAMES FOR SALE Batman and Golf. Boxed with instructions. Perfect condition. £13 each or £22 for both. call Tom on 0608 677200.

ATARI LYNX II with adapter and 4 games inc. Viking child and Road blaster. Still with Guarantee. Perfect cond. Worth £210 but will sell for £170. Call Murrey on 0938 810208.

# PREVIEWS







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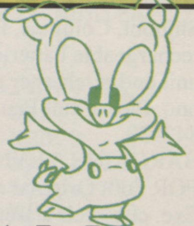
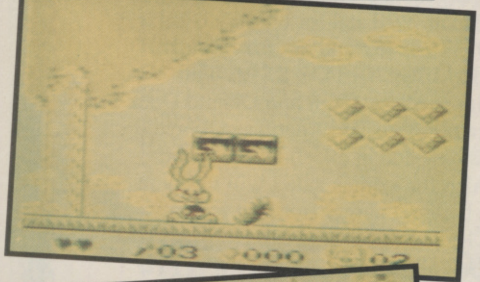


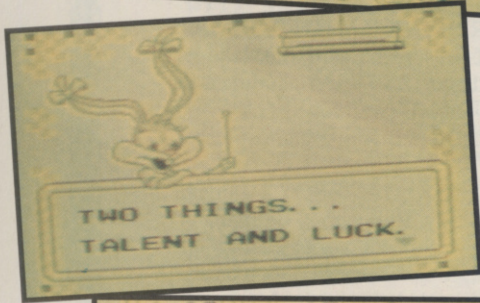
# TINY TOON ADVENTURES

They're tiny! They're toony! They're all a little loony! They're the Tiny Toons, product of the man who can do no wrong, Steven Spielberg, and they're about to burst onto Game Boy screens soon! If you haven't seen the brilliant cartoon, the Tiny Toons are baby versions of some of your favourite cartoon characters! Meet Buster Bunny, Plucky Duck and Hamton Pig - and control them all in what could turn out to be one of the best Game Boy games for a long, long time.

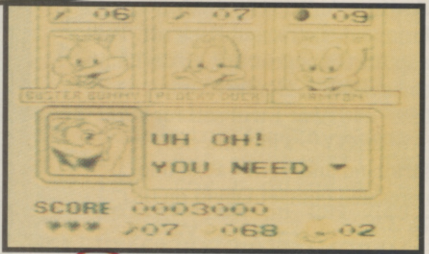
Babs is off to downtown Acme Acres with aspirations of becoming a big star at the Acme Theatre. Unfortunately for her, the wicked Montana Max wants to close down the joint and turn it into his own private vault. It's up to Buster, Plucky and Hamton, with help from some of their best friends, to ensure that Babs makes her appearance on the stage. It's platform action all the way, mixed with secret rooms and sub-games, to make Tiny Toon Adventures sound like one hot cart. And as usual, we'll be first in there with an EXCLUSIVE Review next month!

**GAME BOY - £TBA**



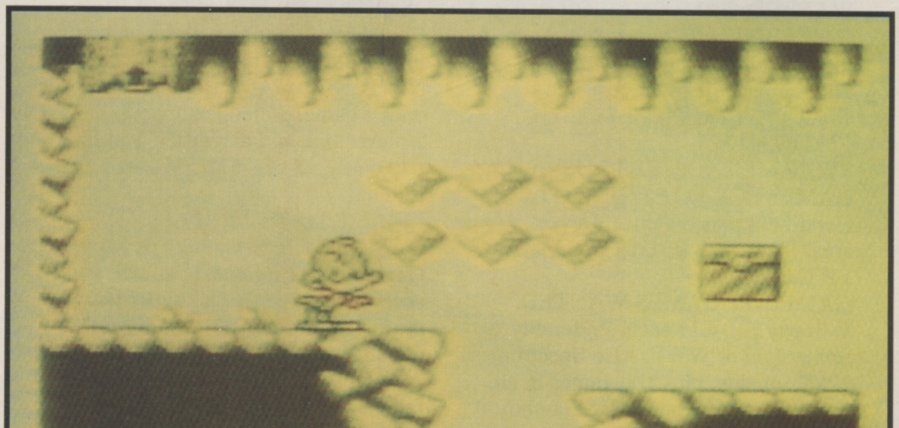


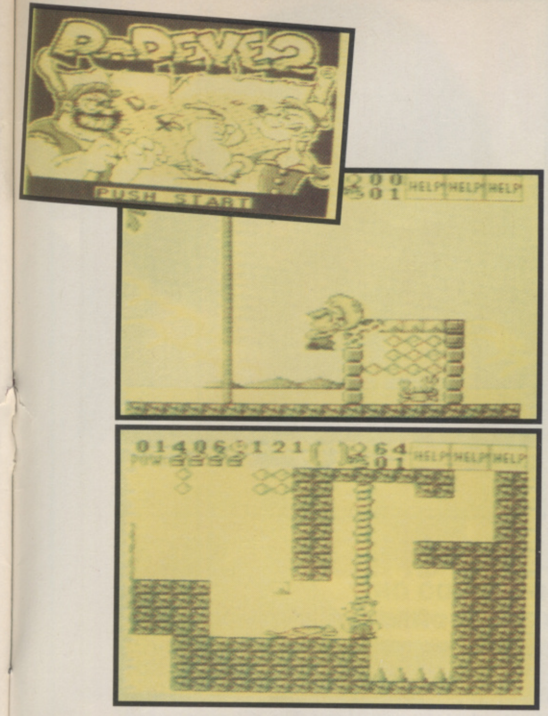
TWO THINGS...
TALENT AND LUCK.



UH OH!
YOU NEED

SCORE 0003000
♥♥♥ ⁄07 068 02



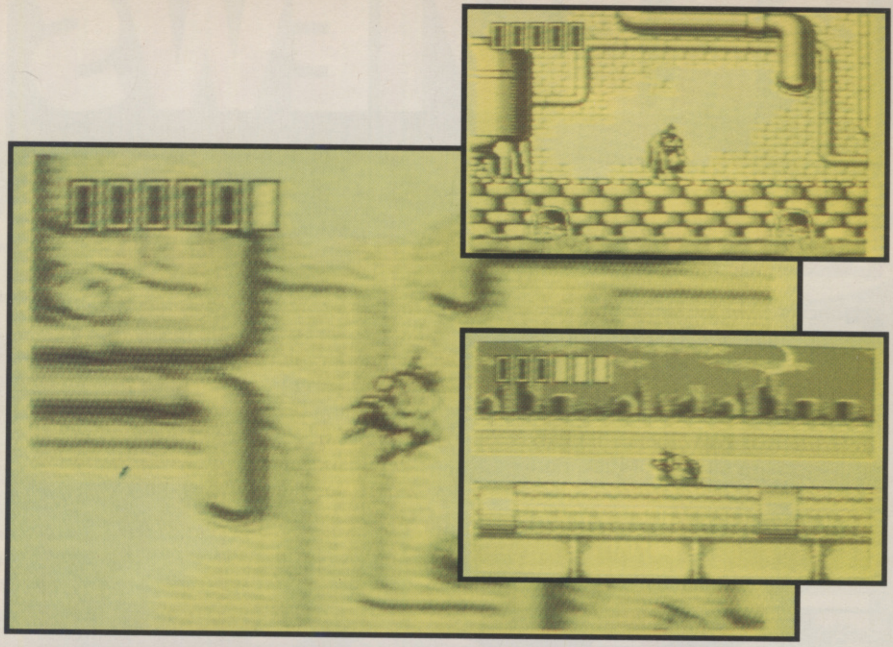


# POPEYE 2

If eating spinach and going out with skinny women is your cup of tea, then you could well be interested in Popeye 2! Brutus (or Bluto, if that's the name you prefer - if anyone knows why his name was changed in the cartoon, write to BRUTUS/BLUTO DILEMMA at the **GO!** address - a game for the funniest explanation) is up to his old tricks again, stealing away the 'lovely' Olive Oyl and hiding her from Popeye. It's up to you, as the man with the bulging biceps and embarrassing squint, to track down your sweetheart and sort out your arch enemy!

Popeye 2 plays much like the Super Mario games, with hidden rooms and special items galore for the player to pick up and enjoy to his heart's content. Want to know what the finished item is like? Well you know what to do, don't you - check out a forthcoming **GO!** when we'll bring you that all-singing, all-dancing Review!

**GAME BOY - £TBA**

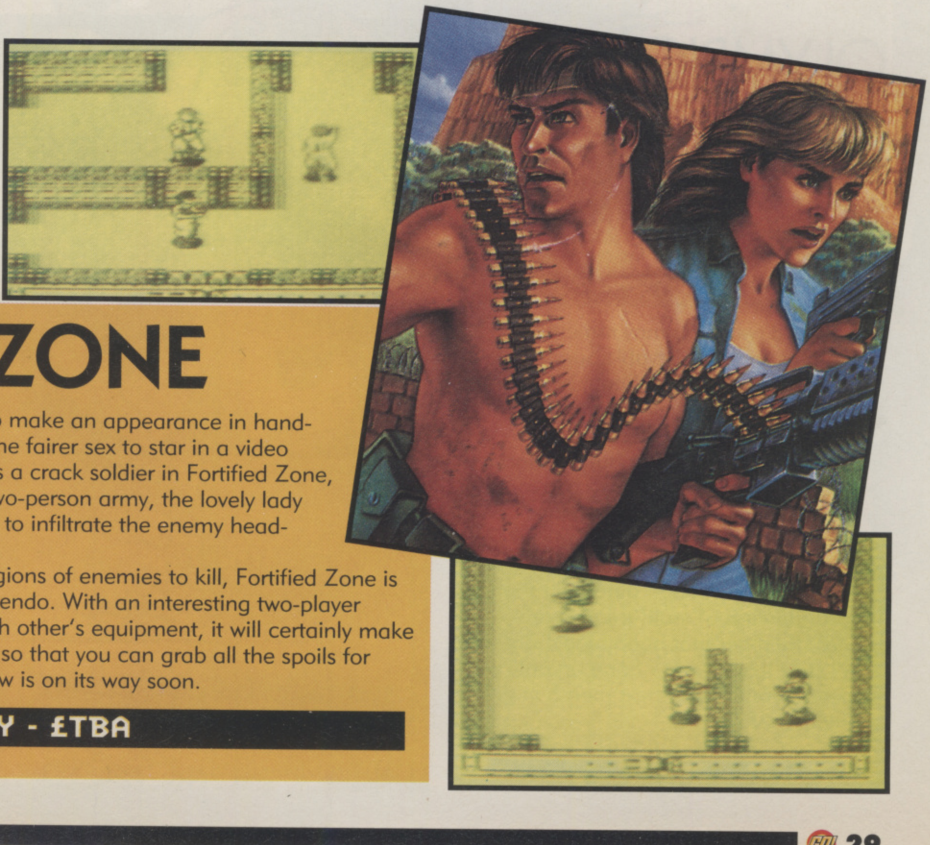


# BATMAN - RETURN OF THE JOKER

The man in black is back! Batman returns to the Game Boy soon in the sequel to the original classic hand-held game in Batman - Return Of The Joker, in which the Joker, surprisingly enough, has returned to bring chaos and disorder to Gotham City. The Dark Knight is all that stands between good and evil in this multi-level romp through the various areas of Gotham in a game which is markedly different to its prequel.

This time around, the action switches from Super Mario Bros-style gameplay to a style more akin to the likes of Mega Man and games of that ilk. Presentation has been altered too; the main sprites are much bigger than before, with an extremely large and detailed Batman character. As usual, we'll be bringing you the EXCLUSIVE **GO!** Review next issue - what more could a Batfan ask for?

**GAME BOY - £TBA**



# FORTIFIED ZONE

Hey, these girls are really beginning to make an appearance in hand-held games! The latest member of the fairer sex to star in a video game is actually not at all fair - she's a crack soldier in Fortified Zone, the latest cart from Jaleco. One half of a two-person army, the lovely lady and her male counterpart are on a mission to infiltrate the enemy head-quarters and, well, blow it up.

Featuring four challenging levels and legions of enemies to kill, Fortified Zone is shaping up to be a winner on the little Nintendo. With an interesting two-player option which allows participants to use each other's equipment, it will certainly make a change from trying to butcher your mate so that you can grab all the spoils for yourself! As if it needs saying, a **GO!** Review is on its way soon.

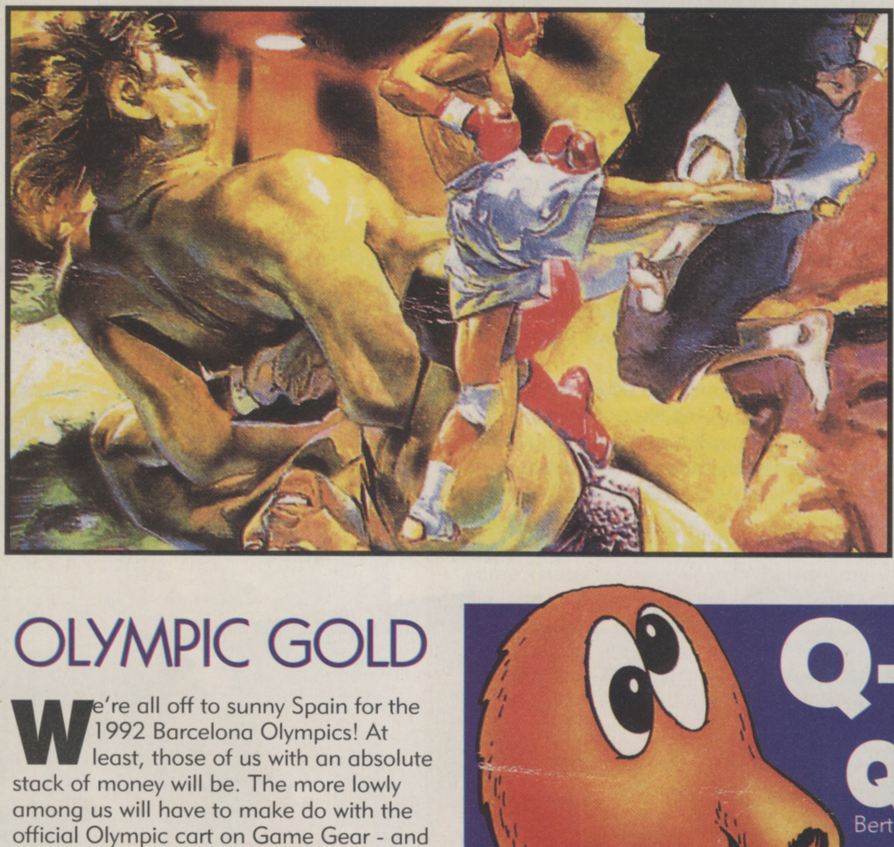
**GAME BOY - £TBA**

# PREVIEWS

## FIGHTING SIMULATOR

Fancy a fight, eh? A good old, one-on-one rumble? You do? Great; let's step outside, shall we? Play Fighting Simulator and you may just be able to say that to someone next time they're hassling you. Fighting Simulator from Culture Brain (the same lads who produced the excellent Faceball 2000) features seven types of fighting, from Karate to Kick Boxing, and even includes a scrolling beat 'em up where fully-trained yobbos can practice their new-found skills. This freebie, called Flying Warriors, puts you in the slippers of Rick, battling against an unknown enemy force so that he can nick a load of treasure. Sounds like a right hoot - you'll find out whether or not it turns out so in a later issue of gob-smacking ***GO!***

**GAME BOY - £TBA**



## THE CHESSMASTER

One of the most critically-acclaimed chess programs of all-time has found its way onto the Game Gear to taunt, tease and tantalise lovers of this brain-draining pastime. The Chessmaster proved a smash on Amiga, not only for its incredible challenge but also its use of 3D chess pieces! Unfortunately, that extra dimension we know so well has sort of got lost during the transition from Amiga to Gear, but expect exactly the same difficulty as the computer version.

All your favourite chess-related stuff is in there, from pawns and rooks to knights and, yes, even kings! With thousands of different moves to choose from, your Game Gear could give even the grandest Grand Master a run for his money. Look out for a Review in ***GO!*** over the coming months.

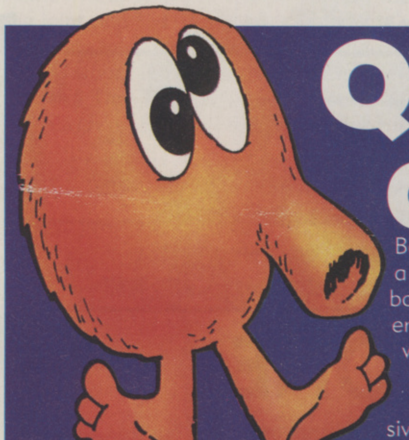
**GAME GEAR - £TBA**

## OLYMPIC GOLD

We're all off to sunny Spain for the 1992 Barcelona Olympics! At least, those of us with an absolute stack of money will be. The more lowly among us will have to make do with the official Olympic cart on Game Gear - and if first impressions are anything to go by, that's no bad deal!

US Gold, who you may remember brought us the unbelievable Super Kick Off on the shrunk-down Sega, have tied up the rights to the well-known four-yearly jamboree and stuck a selection of events onto a cartridge. Try your hand at sprinting, relay, swimming, archery and more, in the hope of lifting gold for yourself and your country. We've seen an early version of the game and, if you're the sort of person who jumps through a hoop at the merest mention of multi-event sports games, then get that hoop ready! But don't start leaping yet - hang on until we Review Olympic Gold next month in gold-winning ***GO!***

**GAME GEAR - £TBA**

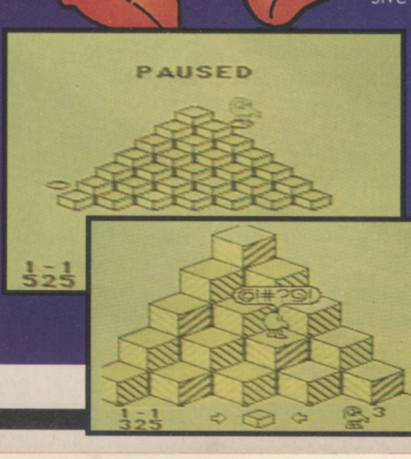


## Q-BERT

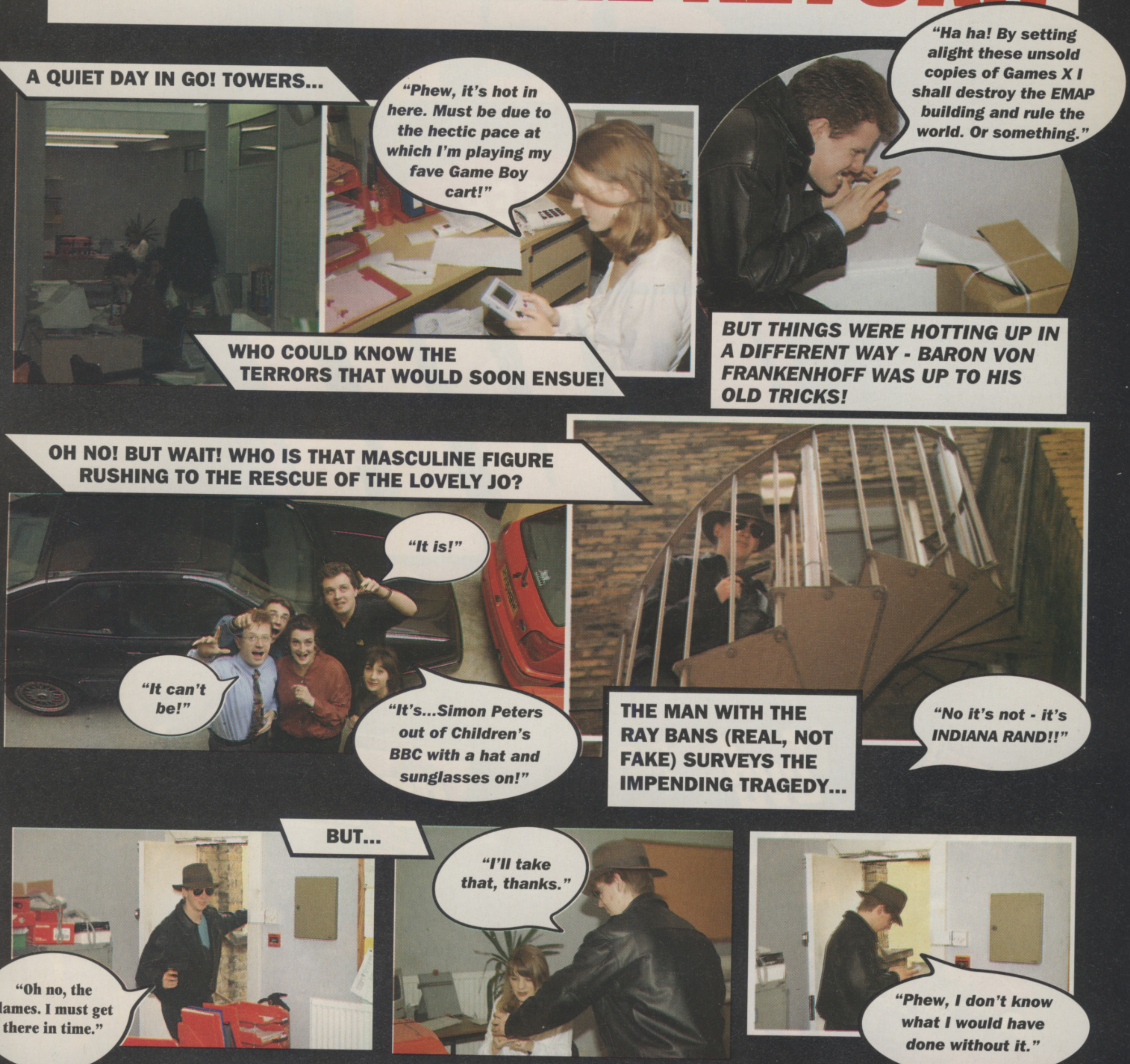
Q-Bert? Who's Q-Bert? Who indeed! You're probably a little too young to remember the feller, so here goes. Q-Bert is a strange, round chap with no arms and a massive ant-eater nose who spends his days bouncing around platforms, turning them different colours. And that's that, as they say. So what's that got to do with anything? Well, he was star of coin-op and consoles back in 1983 and the simple gameplay proved a massive hit at the time - and he's making his way onto Game Boy!

This pseudo-3D bounce 'em up has the player jumping onto the platforms in order to change their colour. Which sounds like as much fun as the Les Dennis Laughter Show. But, introduce such fiends as Bad Ball, Coily, Lefty and Righty and you're in for one frantic time. Ideas this simple usually age well - see whether this rings true for Q-Bert when it gets a ***GO!*** Review next month!

**GAME BOY - £TBA**



# INDIANA-THE RETURN


A QUIET DAY IN GO! TOWERS...
"Phew, it's hot in here. Must be due to the hectic pace at which I'm playing my fave Game Boy cart!"
WHO COULD KNOW THE TERRORS THAT WOULD SOON ENSUE!
"Ha ha! By setting alight these unsold copies of Games X I shall destroy the EMAP building and rule the world. Or something."
BUT THINGS WERE HOTTING UP IN A DIFFERENT WAY - BARON VON FRANKENHOFF WAS UP TO HIS OLD TRICKS!
OH NO! BUT WAIT! WHO IS THAT MASCULINE FIGURE RUSHING TO THE RESCUE OF THE LOVELY JO?
"It is!"
"It can't be!"
"It's...Simon Peters out of Children's BBC with a hat and sunglasses on!"
THE MAN WITH THE RAY BANS (REAL, NOT FAKE) SURVEYS THE IMPENDING TRAGEDY...
"No it's not - it's INDIANA RAND!!"
BUT...
"Oh no, the flames. I must get there in time."
"I'll take that, thanks."
"Phew, I don't know what I would have done without it."

## NEXT MONTH

**THRILL!**
To Tiny Toon Adventures!
**GASP!**
When you see Batman 2!
**BE AMAZED!**
Over Missile Command!
**ALL THIS AND MORE - NEXT ISH!**

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